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NINTENDO 3DS OPERATIONS MANUAL

NINTENDO 3DS™

OPERATIONS MANUAL

FRANÇAIS Pg. 113 ▪ ESPAÑOL Pg. 227

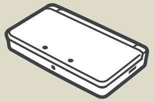
The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

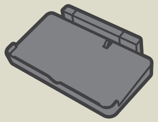
This product is a precision electronic device that can be damaged by direct physical impact or contact with dust or other foreign material. A protective carrying case (sold separately) may help prevent damage to your Nintendo 3DS™ system.

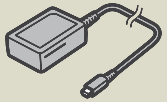
Please carefully read this Operations Manual before setup or use of the Nintendo 3DS system. If, after reading all of the instructions, you still have questions, please visit our customer service area at support.nintendo.com or call 1-800-255-3700. Also, built-in instruction manuals are available for many software applications from the HOME Menu (see page 29).

A NOTE ABOUT COMPATIBILITY: The Nintendo 3DS system is only compatible with Nintendo 3DS, Nintendo DSi™, and Nintendo DS™ software. Nintendo 3DS Game Cards are only compatible with the Nintendo 3DS system. Some accessories may not be compatible with the Nintendo 3DS system.

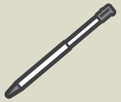
Your system includes:

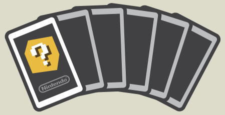

Nintendo 3DS system


Nintendo 3DS charging cradle


Nintendo 3DS AC adapter

2 GB SD Memory Card
(inserted into the system's SD Card slot)


Nintendo 3DS stylus
(inserted into the system's stylus holder)


AR Cards

Operations Manual, Quick-start guides, and other printed enclosures

Product recycling information:
visit recycle.nintendo.com

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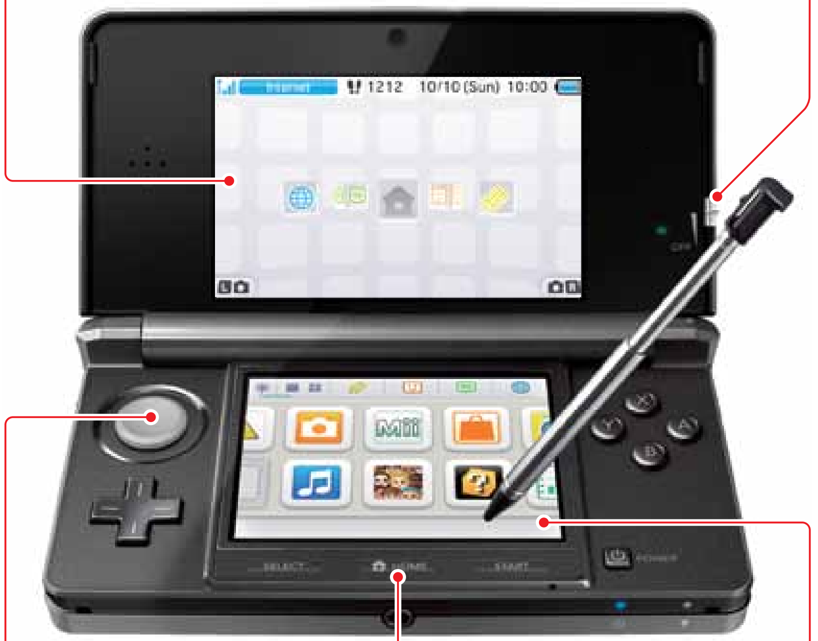
Elements of the Nintendo 3DS system and related network services are patented or patent pending, both in the United States and internationally.

NINTENDO 3DS™

Here is a look at a few of the exciting features of the Nintendo 3DS system!



3D Screen
Can display 3D images (see page 22).

3D Depth Slider
Adjusts the depth of 3D images (see page 23).

Circle Pad
Allows precise 360˚ control for software that includes this feature (see page 13).

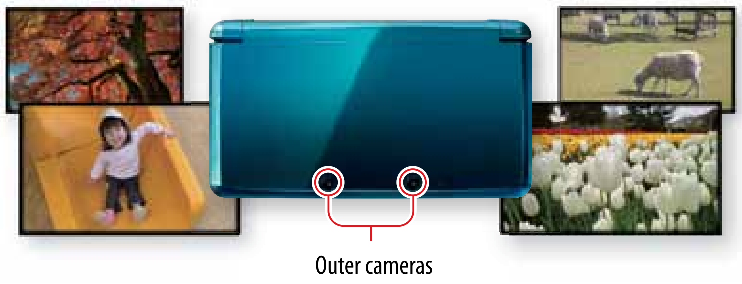
Touch Screen
A touch-sensitive display screen controlled by the stylus (see page 15).

HOME Button
Allows you to access the HOME Menu (see page 13).

Experience 3D images without the need for special eyewear (page 22).

Only specially designed Nintendo 3DS software titles that support 3D image display will appear in 3D. Nintendo DS and Nintendo DSi software do not support 3D display.

Take 3D photos with the outer cameras (page 44).



Play Nintendo 3DS, Nintendo DS, and Nintendo DSi software (page 31).

Nintendo 3DS Game Cards

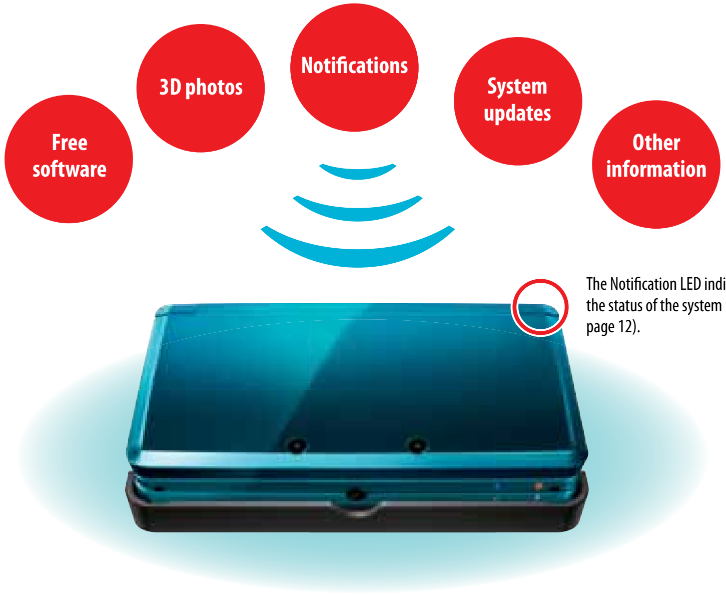
Nintendo DS & Nintendo DSi Game Cards

The Nintendo 3DS system includes this built-in software:

Nintendo 3DS Camera	Take 3D photos with the built-in cameras and software (see page 44).
Nintendo 3DS Sound	Listen to music or record sounds (see page 49).
Mii MAKER™	Create Mii™ characters as alter egos for you and your family and friends (see page 52).
StreetPass™ Mii PLAZA™	A place where Mii characters can gather via StreetPass and other types of communication (see page 56).
Nintendo eShop	Download software to play on your Nintendo 3DS system (see page 58).
AR GAMES™	Play augmented-reality games using the AR Cards included with your system and the Nintendo 3DS Camera application (see page 60).
FACE RAIDERS™	Play a shooting game where your face and your friends' faces become game characters (see page 62).
Activity Log	Check your play times for software you are using or see the amount of steps you have walked while carrying your Nintendo 3DS with you (see page 64).

SpotPass™

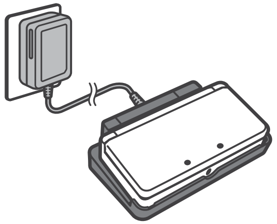
The SpotPass feature allows the Nintendo 3DS system to automatically communicate with a nearby wireless LAN access point, enabling it to connect to the Internet and transmit a variety of data. The system can also do this while playing a game or in Sleep Mode (power is on, but the system is closed).



The Notification LED indicates the status of the system (see page 12).

To connect to a wireless LAN access point, you will need to configure the Internet settings for your Nintendo 3DS system (see page 69).

- Within the service area of a Nintendo Zone or other wireless services, you can connect to the Internet without configuring your Internet settings.
- System updates may unlock the ability to receive more types of data via SpotPass, depending on the game you are playing. It is recommended that you perform system updates to keep your Nintendo 3DS system current with the latest features (see page 90).
- If you turn wireless communication off with the wireless switch, the system will not be able to use the communication features.



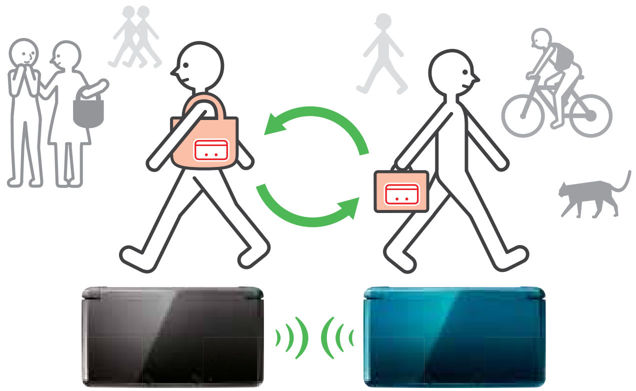
Keeping your system charged

Your system includes a charging cradle to make charging easy. When not in use, you can put the Nintendo 3DS system in Sleep Mode and keep it in the charging cradle, so it stays fully charged and can still communicate using the SpotPass feature.

See page 21 for more information on battery endurance.

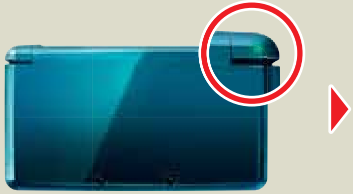
StreetPass™

The StreetPass feature allows the Nintendo 3DS system to automatically search for and communicate with other Nintendo 3DS systems and to exchange information with them as you walk by.

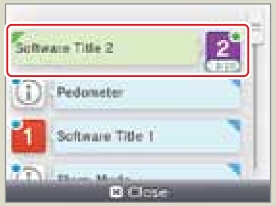


If the system is in Sleep Mode (turned on but closed) or certain other modes, and you pass someone who has enabled StreetPass for the same software, you will exchange game data with them. (If you don't want to allow data exchange, you can disable wireless communication.)

If StreetPass is successful...



The Notification LED will light green if StreetPass data has been exchanged.



A message will appear on your notification list (see page 40 for more information on the Notifications application and receiving messages).

StreetPass settings for Nintendo 3DS software are saved on the system. The data you transmit with StreetPass varies depending on the software using this feature. Each software program has its own StreetPass settings.

- Up to 12 Nintendo 3DS software titles can use StreetPass simultaneously.
- Some Nintendo DS and Nintendo DSi software have a similar feature called tag mode. (The name for this mode may vary depending on the game you are playing.) Tag mode is only active when the system is in Sleep Mode while the software and tag mode feature are in use. When tag mode is in use, the StreetPass feature will not work for Nintendo 3DS software.
- If you turn the power off or disable wireless communication, the system cannot communicate.
- StreetPass does not work if you are connected to the Internet or are using local communication, depending on the software you are using (see page 26).

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Health and Safety Information and Usage Guidelines

Important Safety Information – Read the following warnings before setup or use of the Nintendo 3DS system. If this product will be used by young children, this manual should be read and explained to them by an adult. Failing to do so may cause injury. Please carefully review the instruction booklet for the game you are playing for additional health and safety information.

Throughout this manual, you will see this symbol ⚠ followed by WARNING or CAUTION, or you may see the term IMPORTANT. These terms have different levels of meaning as outlined below. Please read and understand these terms and the information that appears after them before using your Nintendo 3DS system:

⚠WARNING	Warns you about incorrect use of the Nintendo 3DS system that could result in serious personal injury.
⚠CAUTION	Cautions you about incorrect use of the Nintendo 3DS system that could result in personal injury or damage to the Nintendo 3DS system, components, games, or accessories.
IMPORTANT:	Informs you about incorrect use of the Nintendo 3DS system that could result in damage to the Nintendo 3DS system, components, games, or accessories.

Health and Safety Information

⚠WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.
Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in this manual for more information.

⚠WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision
Eye or muscle twitching
Involuntary movements
Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

⚠WARNING - REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - BATTERY LEAKAGE

The Nintendo 3DS system contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS system. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

⚠WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS system within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS system without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

IMPORTANT: The Nintendo 3DS system allows you to disable wireless communication. To turn off all wireless communication, push the wireless switch to turn the feature off. See page 12 for more information. Make sure the wireless LED is off.

NOTE: This product does not contain latex.
This product complies with applicable laws barring the use of toxic materials such as lead, mercury, cadmium, hexavalent chromium, PBB, or PBDE in consumer products.

HARDWARE PRECAUTIONS AND MAINTENANCE

1. Do not disassemble or try to repair the Nintendo 3DS system, components, or accessories. Doing so voids your warranty.
2. Always turn the Nintendo 3DS power off before loading or removing a Game Card. Insert the Game Card completely until it clicks into place, without forcing either the Game Card or the Nintendo 3DS system.
3. Do not store the Nintendo 3DS system in a humid place, on the floor, or in any location where it may contact moisture, dirt, dust, lint, or any other foreign material.
4. Do not drop, hit, or otherwise abuse the Nintendo 3DS system, components, or accessories. Doing so may damage the LCD screens or other precision components of the Nintendo 3DS system.
5. Do not press on or operate the HOME, START, or SELECT buttons with the stylus or any other hard object.
6. Make sure all connections to the Nintendo 3DS system are made carefully and inserted into the correct locations only. Hold plugs straight when inserting them into sockets.
7. When disconnecting any plugs from the Nintendo 3DS system or wall outlet, first turn the Nintendo 3DS system off. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull, or bend any wires or cables.
8. Do not expose the Nintendo 3DS system, Game Cards, or any of the Nintendo 3DS components or accessories to extreme heat or cold. The liquid crystal displays (LCD) may become slower or may not work when the temperature is low. The LCD will deteriorate at a high temperature. Take care not to expose the Nintendo 3DS system to direct sunlight for extended periods of time.
9. The LCD screens may be damaged by sharp objects or pressure. Take care to protect the displays from scratches or stains.
10. Connect ONLY accessories designed and licensed for use with the Nintendo 3DS system to any external connectors.
11. Do not spill liquids on the Nintendo 3DS system, Game Cards, or other components or accessories. If the Nintendo 3DS system comes into contact with liquids, wipe clean with a soft, slightly damp cloth (use water only). Remove the battery cover and battery. If liquid came into contact with the battery, do not reuse it. Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service for your Nintendo 3DS system.
12. Do not rapidly turn the power switch ON and OFF, as this may shorten the life of the battery and cause Game Cards to lose your stored game information.
13. To avoid dirt or dust from getting into the Nintendo 3DS system, always leave a Game Card loaded (with the power off), when not in use.
14. When using an AC adapter, make sure you are using the correct model appropriate for your Nintendo 3DS system. Always unplug the AC adapter from the wall outlet when not in use.
15. Do not use the AC adapter if the cable or plug is damaged.
16. The AC adapter is intended to be correctly oriented in a vertical or floor mounted position.

GAME CARD PRECAUTIONS AND MAINTENANCE

1. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Card and/or the Nintendo 3DS system.
2. The Game Card is a high-precision electronic device. Do not store it in places that are very hot or cold. Do not hit, drop, or otherwise abuse it. Do not attempt to take it apart.
3. Do not clean with benzene, paint thinner, alcohol or any other solvent.
4. Always check the Game Card edge connector for foreign material before inserting the Game Card into the Nintendo 3DS system.

IMPORTANT BATTERY GUIDELINES

1. Do not remove the battery pack from the Nintendo 3DS system unless it needs to be replaced.
2. Do not use any battery other than the Nintendo 3DS rechargeable battery pack, Model No. CTR-003. A replacement battery may be ordered through Nintendo's website at **store.nintendo.com** (USA/Canada only) or by calling Customer Service at 1-800-255-3700. See page 92 for more information on replacing the battery.
3. When recharging the battery, use ONLY the included AC adapter, Model No. WAP-002(USA).
4. When disposing of the battery, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority. See page 92 for more information on recycling the battery.
5. If liquid comes into contact with the battery, do not reuse it. Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service for your Nintendo 3DS system.

IMPORTANT STYLUS AND SCREEN GUIDELINES

1. Use the stylus ONLY on the Touch Screen (lower screen).
2. Use only enough pressure to operate the game. Excessive pressure may damage the Touch Screen.
3. Do not use the stylus if it is broken.
4. Use only a Nintendo licensed stylus on the Touch Screen.
5. Retract and replace the stylus in the stylus holder when not in use.
6. If you use a screen protector on your Nintendo 3DS system, use only a Nintendo licensed screen protector.

CLEANING THE TOUCH SCREEN AND 3D SCREEN

IMPORTANT: If the Touch Screen becomes dirty or contaminated with foreign material, do not continue to use your Nintendo 3DS system. It may not work properly and can become more damaged. Follow the cleaning procedures below. If it still does not work after cleaning, visit support.nintendo.com for information on repair services.

If the screens on your Nintendo 3DS system have visible smudges, fingerprints, or other foreign material on them, you can clean them by using a soft clean cloth, such as a lens or eyeglass cleaning cloth.

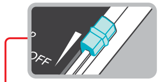
1. Slightly dampen the cloth with water ONLY and wipe off the screens to loosen any dirt or foreign material.
2. Using a dry cloth, wipe the screens to dry them and finish the cleaning process. If needed, repeat the process.

Nintendo 3DS Components

Notification LED

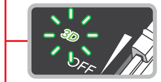
Indicates the status of the system.

- 🟦 (blue) You have received SpotPass data; blinks for about five seconds (see page 40).
- 🟩 (green) You have received StreetPass data; blinks for about five seconds (see page 40).
- 🟧 (orange) A friend has come online; blinks for about five seconds (see page 36).
- 🟥 (red) Battery power is low; blinks continuously when very low (see page 16).



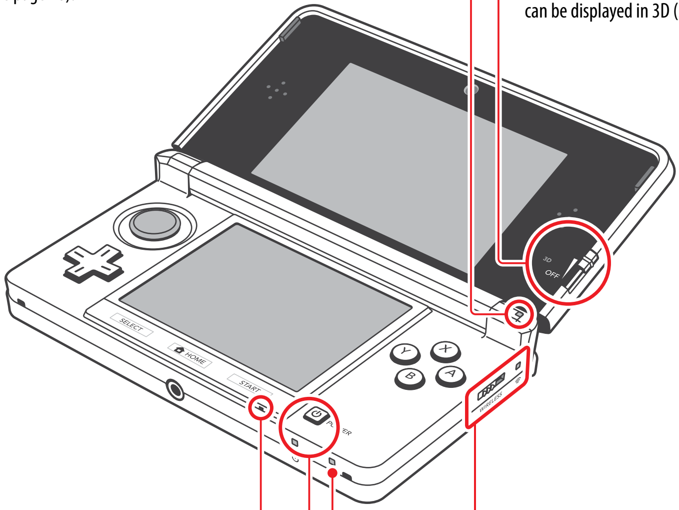
3D Depth Slider

Adjusts the depth of the 3D image from zero to maximum (see page 22).



3D LED

Lights with a steady green light when the image on the upper screen (the 3D screen) can be displayed in 3D (see page 22).



Microphone

Used by games and applications that include microphone features.

Power Button (POWER)

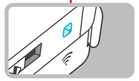
See page 18.

Power LED (⏻)

Lights when the power is turned on (see page 21).

Recharge LED

Lights when the battery is being charged (see page 16).



Wireless LED (📶)

Lights when wireless communication is turned on, turns off when communication is turned off, and blinks while data is being sent or received or when the system is in Sleep Mode (dimly).

Wireless switch (WIRELESS)

Push this switch to turn wireless communication on or off.

NOTE: For Nintendo DS or Nintendo DSi software, you must enable wireless communication before starting the game. However, once enabled, you can turn communications off by pushing the wireless switch.

3D Screen (Upper screen)

Capable of displaying 3D content for games that include this feature (see page 22).

Inner camera

Used by games or other applications that include camera features.

NOTE: Avoid getting the camera lens dirty. If it becomes dirty, wipe gently with a soft cloth, being careful not to damage the lens.

Left speaker

Touch Screen (Lower screen)

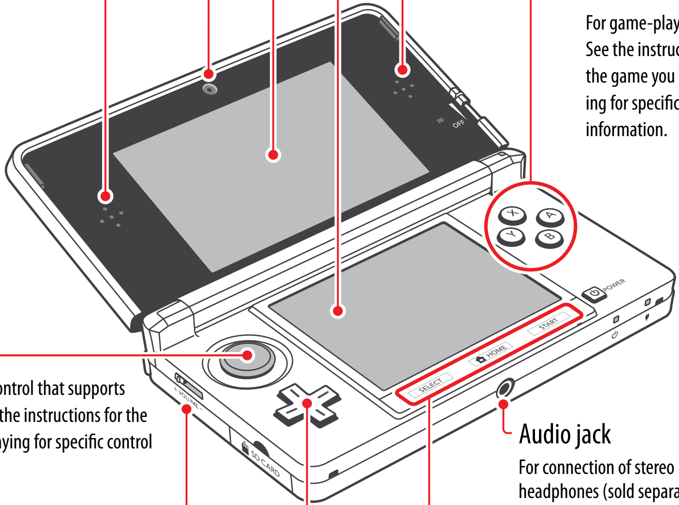
Touch-sensitive screen. This screen should only be operated with a Nintendo licensed stylus (see page 15).

⚠CAUTION When opening the Nintendo 3DS system, keep your fingers away from the hinge to avoid pinching them.

Right speaker

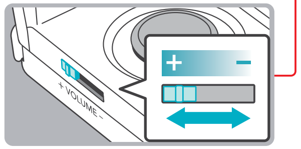
Control buttons

For game-play control. See the instructions for the game you are playing for specific control information.



Circle Pad

For game-play control that supports this feature. See the instructions for the game you are playing for specific control information.



Volume control

Slide to adjust the volume.

NOTE: The camera shutter sound always plays at a fixed volume and is not affected by the volume control.

✚Control Pad

For game-play control.

Audio jack

For connection of stereo headphones (sold separately). If headphones are connected, no sound will play through the speakers.

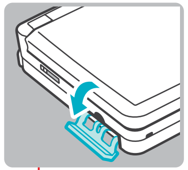
⚠CAUTION When using headphones, set the volume at a safe level. Setting the volume too high may harm your hearing or damage the headphones.

SELECT

⌂ HOME

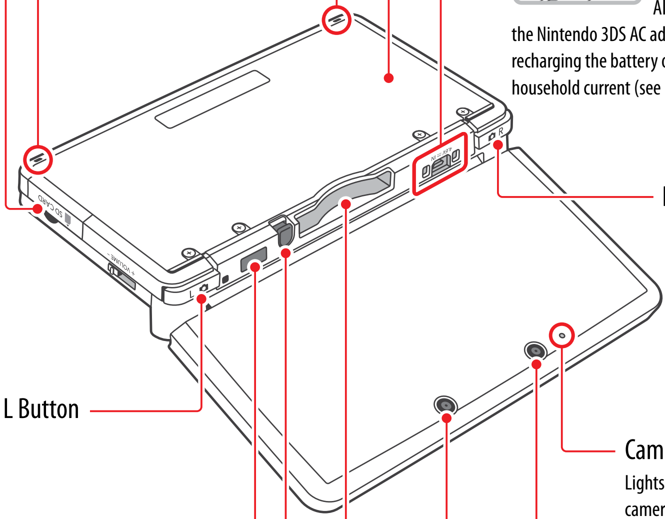
Displays the HOME Menu during a game.

START



SD Memory Card slot

For inserting SD or SDHC memory cards (see page 24).



Wrist strap attachment

For attachment of a licensed wrist strap (sold separately).

L Button

Infrared transceiver

Sends and receives information when using infrared communication.

Stylus holder

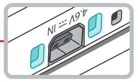
Always replace the stylus into the stylus holder after use)see page 15).

NOTE: To prevent damage to the Nintendo 3DS system, do not insert anything other than a Nintendo 3DS licensed stylus into the stylus holder.

Battery cover

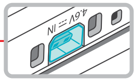
Remove cover to replace the battery.

NOTE: Do not remove the cover unless you need to replace the battery or check battery installation.



Cradle connectors

Allows connection to the Nintendo 3DS charging cradle (included, see page 16).



AC adapter connector

Allows connection of the Nintendo 3DS AC adapter (included), for recharging the battery or operation using household current (see page 16).

R Button

Camera LED

Lights up when the outer cameras are in use.

Outer cameras

Used by games or other applications that include camera features. Two cameras allow you to take 3D photographs.

NOTE: Avoid getting the camera lenses dirty. If they become dirty, wipe gently with a soft cloth, being careful not to damage the lenses.

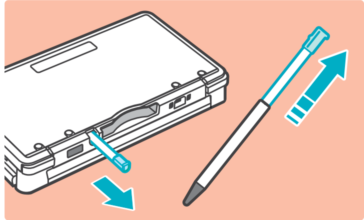
Game Card slot

For loading Nintendo 3DS Game Cards. Also compatible with Nintendo DS and Nintendo DSi Game Cards.

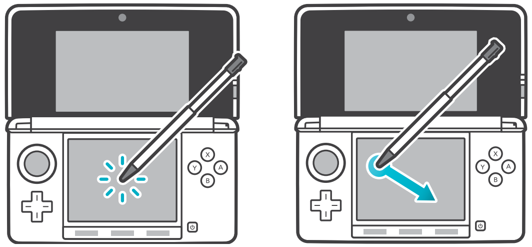
Using the Touch Screen and Stylus

Using the stylus

After removing the stylus from the stylus holder, it can be adjusted to your desired length. Return it to the retracted length before replacing it in the stylus holder.



The lower LCD screen, or Touch Screen, is touch-sensitive. For games that include this game control feature, operate the screen by using the included stylus. Lightly touch or slide the stylus across the Touch Screen as shown at right.



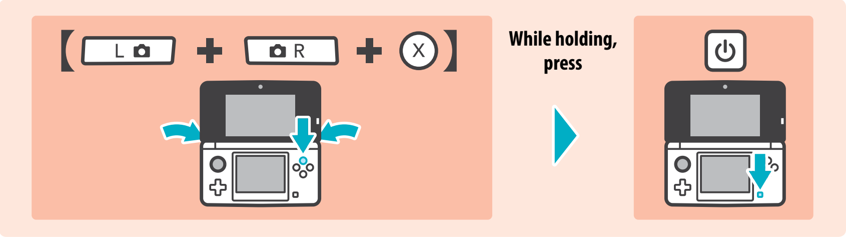
Calibrating the Touch Screen

If the Touch Screen doesn’t seem to be responding properly...

NOTE: If the Touch Screen is not responding properly, first try removing any screen protectors (sold separately) that you may have added to your Nintendo 3DS system.

Then you can try calibrating it from within System Settings, accessible from the HOME Menu (see page 83 for more information).

If you are unable to operate the HOME Menu successfully, use the following procedure to switch directly to the Touch Screen calibration screens. First turn the power off. Then hold down the L Button, R Button, and X Button and turn the system on as shown below.



Charging the Battery Pack

Be sure to charge the battery pack before using it for the first time or when it has not been used in the last six months.

WARNING **Do not use the Nintendo 3DS AC adapter or charging cradle during a lightning storm. There may be a risk of electric shock from lightning.**

IMPORTANT: The Nintendo 3DS AC adapter, Model No. WAP-002(USA), is for use only with the Nintendo 3DS, Nintendo DSi, and Nintendo DSi XL™ portable video game systems. It is not compatible with any other Nintendo system. Do not use the AC adapter with voltage transformers, dimmer switches, or any other equipment. It is only for use in a standard 120-volt AC wall outlet.

Battery information

Battery recharge time is approximately 3 1/2 hours

It takes about 3 1/2 hours to charge the battery pack with the power off, although this will vary depending on the remaining charge when you begin to recharge the battery. You can use the system while the battery is charging, but this will increase the recharging time.

Optimal charging temperature is between 40º and 95º Fahrenheit (5-35º Celsius)

Ambient temperature above or below these temperatures may permanently decrease the life of the battery pack and adversely affect the ability of the battery to charge.

The battery pack can be recharged approximately 500 times

Battery life will decrease over time. After 500 recharges, battery life may be only 70% of the battery life when new.

If usage time gets very short, replace the battery pack

Battery packs become worn with repeated charge/discharge cycles, and the amount of time they can be used when fully charged will decrease gradually over time. If you feel the usage time has dropped off noticeably, replace the battery (see page 92).

Battery charging procedure using the charging cradle

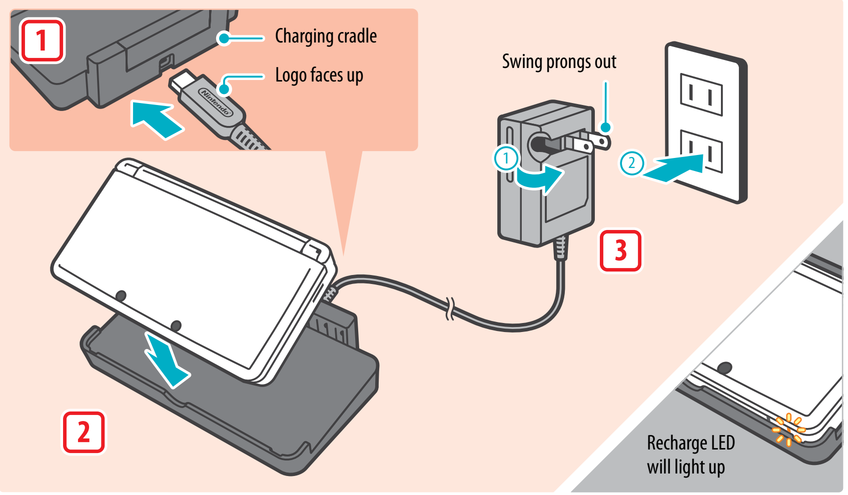
1 Insert the DC plug from the AC adapter into the AC adapter connector on the back of the Nintendo 3DS charging cradle. Be sure to insert it straight into the connector.

IMPORTANT: Be sure the DC connector plug is facing in the correct direction before inserting into the connector to avoid damaging either the plug or connector.

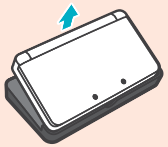
2 Place the Nintendo 3DS system on top of the charging cradle. It will click into place.
NOTE: Fit the front edge of the system into the cradle first. If you place it in the cradle by fitting in the back edge or a side edge first, it sometimes cannot click into place correctly. **Do not use excessive force.**

3 Swing the prongs out of the AC adapter ① and insert into a standard 120-volt AC wall outlet ②. The recharge LED will light, indicating the system is charging. When fully charged, the recharge LED will go out.

IMPORTANT: The AC adapter should be correctly oriented in a vertical or floor-mounted position. The cord should always face downward.



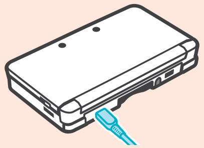
When charging is complete...



Remove the AC adapter from the wall outlet and fold the prongs back into the housing. Remove the Nintendo 3DS from the charging cradle, pulling the back edge out first.

IMPORTANT: When disconnecting any plugs from the Nintendo 3DS, charging cradle, or wall outlet, carefully pull by the plug itself rather than by the cord.

Battery charging by connecting directly to the AC adapter...



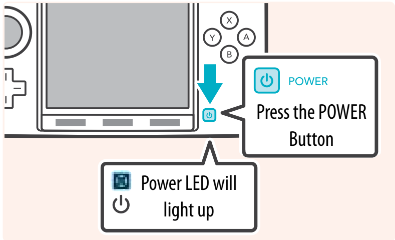
You can also charge the battery pack by plugging the AC adapter directly into the AC adapter connector on the back of the Nintendo 3DS system.
NOTE: If you play a game while the system is recharging, the recharge LED may not always turn off once charging has completed.

Power On/Off and Basic Configuration

Press the POWER Button to turn the system on. The Power LED will light up and after a few seconds the HOME Menu will appear.

The first time you turn the Nintendo 3DS on, you will need to select a language and then configure the System Settings.

For more information on the Power LED and battery life, see page 21.



Sleep Mode and turning your system off

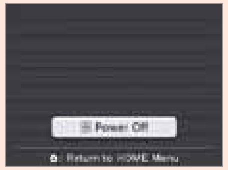
Putting the system into Sleep Mode

Closing the system while it is turned on will put the system into Sleep Mode. Sleep Mode will reduce power consumption while still using features such as StreetPass and SpotPass (see page 4 and page 5 for more information on these features).

Depending on the software you are using, closing the system may not place it in Sleep Mode. (For example, when listening to music with Nintendo 3DS Sound.)

Turning the system off

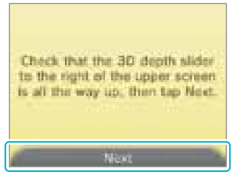
To turn the system off, either press the POWER Button to display the Power menu and tap **Power Off**, or press and hold the POWER Button until the power LED turns off.



Configuring System Settings for the first time

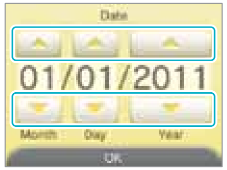
First select a language. Then you will need to configure the basic system settings. Using the stylus on the lower screen, follow the on-screen instructions. **If a child will be using the Nintendo 3DS, an adult should assist with these settings.**

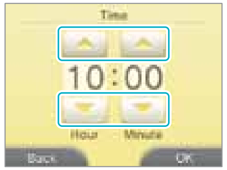
1 Confirm that you are holding the system in the best way to view 3D images by following the on-screen instructions. See page 22 for more information on viewing 3D images.


Check that the 3D depth slider to the right of the upper screen is all the way up, then tap Next.

2 Set the date and time.

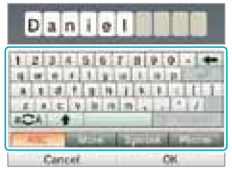
Tap the ▼ ▲ arrows to adjust the settings, then tap **OK** to confirm and move to the next option.





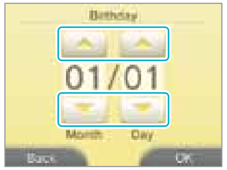
3 Use the keyboard to enter a nickname (or user name). You can enter up to 10 characters.

Remember that other Nintendo 3DS users will see your nickname when interacting with them, so do not use your real name or otherwise share any personal information in your nickname.

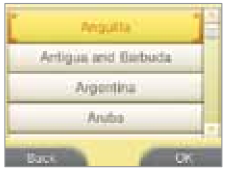


4 Set your birthday.

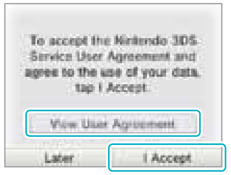
Tap the ▼ ▲ arrows to adjust the month and day, then tap **OK** to confirm and move to the next option.



5 Set the country and state or province where you live.

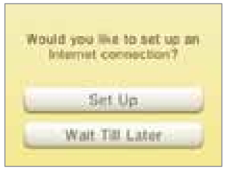


6 Read the Nintendo 3DS Service User Agreement, and after reading, tap **I Accept**. To continue without agreeing, tap **Later**. If you tap **Later**, you cannot connect to the Internet until you agree to the Nintendo 3DS Service User Agreement.


To accept the Nintendo 3DS Service User Agreement and agree to the use of your data, tap I Accept.

7 Configure the Internet Settings.

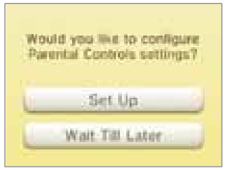
If you connect to the Internet, you can use SpotPass, Nintendo Wi-Fi Connection, and other features to enjoy more ways of playing and interacting. See page 69 for more information on setting up an Internet connection. To configure these settings later, tap **Wait Till Later.**


Would you like to set up an Internet connection?

8 Configure the Parental Controls.

Parental Controls allow you to restrict the use or download of games and some features by children (such as 3D image display). See page 78 for more information.

If you don't need to configure these settings, tap **Wait Till Later.**

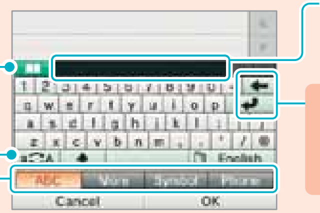

Would you like to configure Parental Controls settings?

You have now completed the basic system configuration. Press the ⌂ HOME Button to display the HOME Menu (see page 25) and explore the many features of the Nintendo 3DS.

Using the keyboard

A keyboard will display when you are required to enter characters. There are two types of keyboards: a standard alphanumeric keyboard and a ten-key keyboard.

Alphanumeric keyboard



Predicted word feature ON/OFF

Switch the last character between upper and lower case.

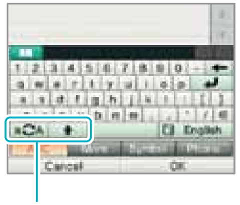
Predicted word field
Tap the character you want to select.

← Delete last character

↵ Return

Switch input method

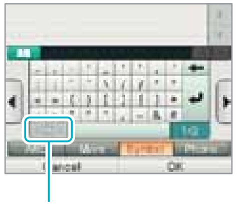
ABC English



a⇄A Switch between upper and lower case

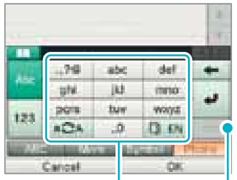
⬆ Uppercase only

Symbol Special characters or symbols



Switch between upper and lower case

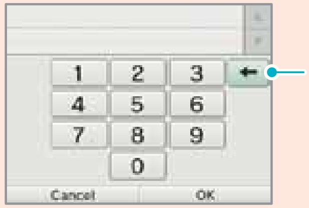
Phone Cell phone-style



Each tap changes which character you would use from each key

Move to next character

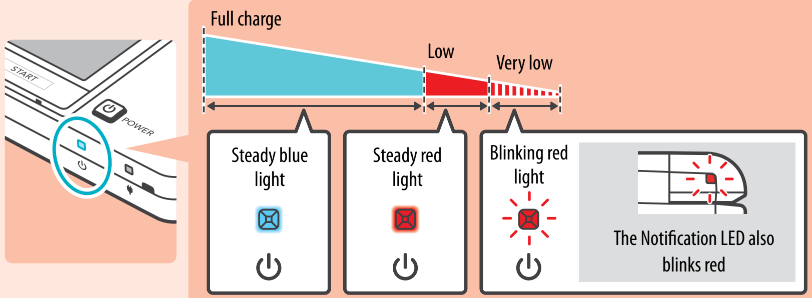
Ten-key keyboard



Delete last character

Power LED status

The power LED lights when the system is on. The color and status of the LED changes depending on the remaining battery charge.



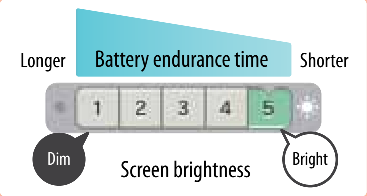
NOTE: If you run out of remaining battery life while playing a game, you must replay the game from your last saved location. If the power LED turns red, save your game and charge the system.

If you put the system into Sleep Mode while the power LED is a steady blue light, the LED will slowly brighten and darken.

Battery endurance

The battery endurance times are estimates. They will vary depending on factors such as the software being played, the amount of data received by wireless communication, and the ambient temperature. Using the camera features may also reduce the battery endurance times shown below.

Approximate play times:
Nintendo 3DS software • **3-5 hours**
Nintendo DS software • **5-8 hours**



The screen brightness setting affects the battery endurance time. The factory setting is 5 – for more information on adjusting screen brightness, see page 29.

NOTE: Power-saving mode will increase the battery endurance by automatically adjusting the screen brightness and color based on what is being displayed at the time. For more information on power-saving mode, see page 29.

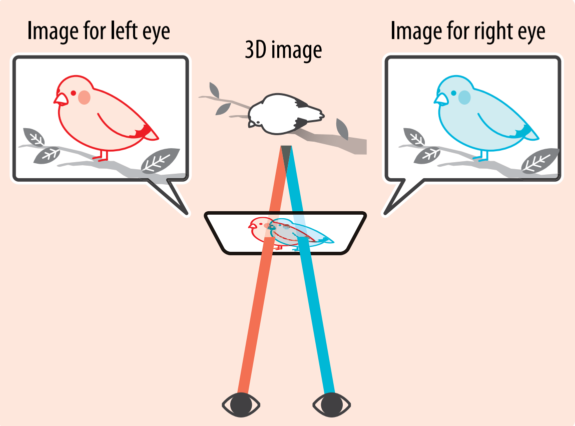
- If you put the system in Sleep Mode when not using it, you can reduce power consumption while still being able to send and receive information from StreetPass and SpotPass via the wireless communication features. If the system is fully charged and put into Sleep Mode, the system's battery endurance time in Sleep Mode is roughly 3 days.
- The power LED slowly brightens and darkens while the system is in Sleep Mode. **NOTE:** Depending on the software you are using, sometimes closing the system will not cause the system to enter Sleep Mode. In these cases the power LED will remain steadily lit. (For example, when listening to music with Nintendo 3DS Sound.)

Viewing and Adjusting the 3D Image

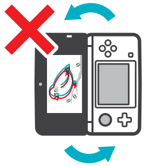
The upper 3D screen allows you to view stereoscopic 3D images. You can adjust the apparent depth of these images with the 3D depth slider.

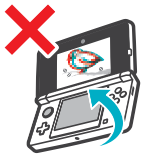
The Nintendo 3DS system uses binocular parallax (the fact that your left and right eyes are located a short distance apart, causing them to see different images) to produce 3D images with a feeling of depth.

If you view the 3D screen from the correct distance, it displays an image for your left eye in such a way that only your left eye can see it, and an image for your right eye in such a way that only your right eye can see it. Binocular parallax then allows you to see 3D depth in the image.



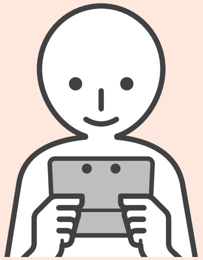
Viewing the 3D screen from a diagonal or tilted position, or viewing it with the system held vertically, will not produce a 3D effect. Viewing it this way could cause you to see double images overlapped or cause the screen to appear black.





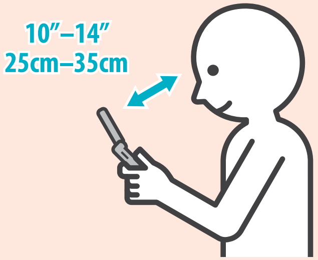
To view the best-quality 3D images

1 View the screen from directly in front.



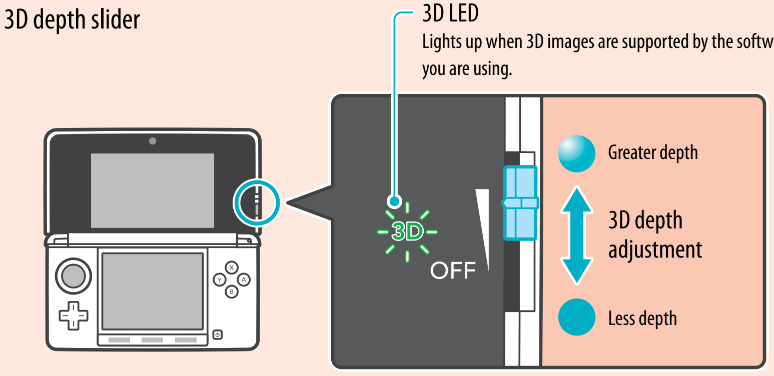
2 Hold the screen 10 to 14 inches (25–35 centimeters) from your eyes.

Adjust the distance for the easiest viewing of 3D images.



Adjusting the depth of the 3D images

You can use the 3D depth slider to adjust the apparent depth when viewing 3D images. If it is difficult to view the image with the 3D slider moved up to the maximum (with the depth set as deep as it will go), try moving the slider to the minimum and then increasing it in small steps until you find a level where it is easy for you to view the 3D images. Once your eyes are accustomed to 3D images, you may be able to achieve the best-quality image by moving the 3D slider up.



3D LED: Lights up when 3D images are supported by the software you are using.

Move the 3D depth slider down to its lowest position to switch to 2D (flat) display.

- If the 3D LED is not lit, moving the 3D slider toward "3D" will not produce a 3D image.
- Some software switches between 2D and 3D imagery. With this software, moving the 3D slider does not change the intensity of the 3D effect.
- It may be difficult to see the 3D effect in locations with strong direct light, such as sunlight.

A note about viewing 3D images

IMPORTANT: The ability to view 3D images may vary from person to person, depending on physical condition, content of images, and the environment you are viewing them in. A small percentage of people may not be able to see 3D images at all. If you see double images or have difficulty seeing the 3D effect, turn the 3D effect off with the 3D depth slider and refrain from using it. The 3D feature can also be turned off with Parental Controls in System Settings - see page 68 for more information.

Be sure to read the Health and Safety information regarding 3D images at the beginning of this manual (see page 8).

NOTE: You can use Parental Controls to restrict the display of 3D images (see page 78).

Using SD Memory Cards

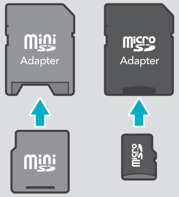
The Nintendo 3DS uses SD Memory Cards up to 2GB in size and SDHC Memory Cards of 4GB and larger.

The Nintendo 3DS system comes with an SD Memory Card inserted into the SD Card slot. With SD Memory Cards (SD Cards), you will be able to save photos you have taken with the system or play music saved to the SD Card. (The data that can be saved to an SD Card varies depending on the software.)
Software that you have downloaded is saved to the SD Card. **NOTE:** Downloaded software that has been saved on several cards cannot be re-saved onto a single card.

Using miniSD Cards or microSD Cards (sold separately)

These require an SD Card adapter (sold separately).

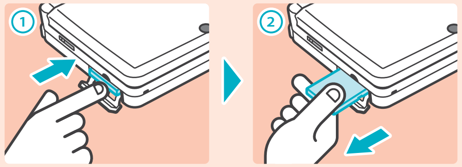
IMPORTANT: Inserting or removing a miniSD Card or microSD Card while the card adapter is still inserted in the system could cause the system to be damaged or malfunction, or cause loss of data. Always insert and remove the entire card adapter.


mini Adapter
micro Adapter
mini
micro

Removing an SD Card

Make sure the power is off.

IMPORTANT: To prevent damage to the system or the SD Card, do not remove or insert the SD card while the system is on, unless instructed to do so by the software you are using. Doing so may destroy data.

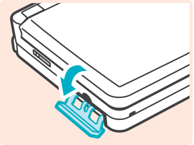


Open the SD Card slot cover and press on the end of the card until it clicks and partially ejects from the slot. Grasp the SD Card and remove from the card slot.

Inserting an SD Card

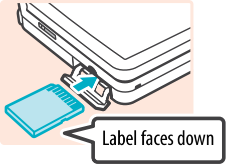
1 Open the SD Card slot cover.

IMPORTANT: Do not pull or twist the slot cover forcefully. Doing so could stretch or deform it, which could prevent the cover from closing correctly.



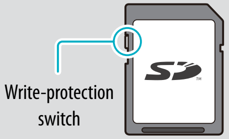
2 Insert the SD Card.

Insert the SD Card into the SD Card slot until it clicks into place, making sure the label side faces down. Close the SD Card slot cover.


Label faces down

SD Card write-protection switch

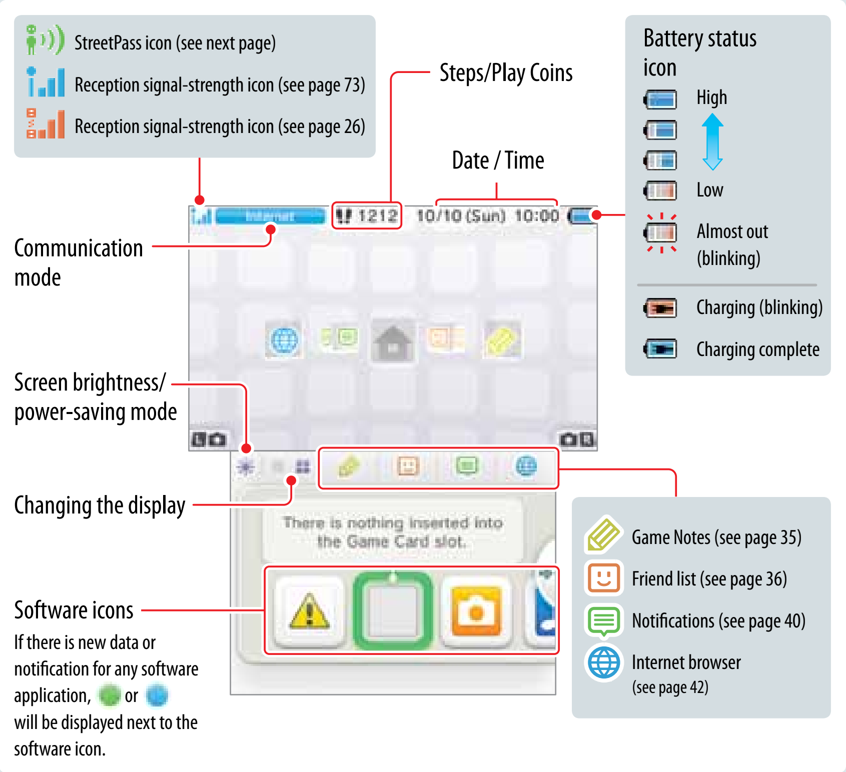
In the down position, the SD Card write-protection switch will prevent you from saving or erasing data on the card. In the up position, you can save and erase data on the card.


Write-protection switch

HOME Menu

The HOME Menu will display after you turn the system on. From here you can start Nintendo 3DS software applications.

To start a software title, tap its icon on the HOME Menu. On the HOME Menu, you can see several important status indicators including the time, date, and current day's step information. Also, if any of your software received new data via SpotPass, 🔵 will be displayed next to the software icon.


StreetPass icon (see next page)
Reception signal-strength icon (see page 73)
Reception signal-strength icon (see page 26)
Steps/Play Coins
Date / Time
Battery status icon
High
Low
Almost out (blinking)
Charging (blinking)
Charging complete
Communication mode
Screen brightness/ power-saving mode
Changing the display
Software icons
Internet
1212
10/10 (Sun) 10:00
There is nothing inserted into the Game Card slot.
Game Notes (see page 35)
Friend list (see page 36)
Notifications (see page 40)
Internet browser (see page 42)

If there is new data or notification for any software application, 🟢 or 🔵 will be displayed next to the software icon.

- If you press L 📷 or 📷 R when the HOME Menu is displayed, you can enter camera mode and take photos.
- The display on the upper screen changes depending on the selected software, and will react to sounds that the microphone picks up.

Steps and Play Coins

Each time you take 100 steps with your Nintendo 3DS, you will earn one Play Coin. You can collect up to 10 Play Coins in one day, up to a maximum of 300 Play Coins. You can then use them in games that support Play Coins.

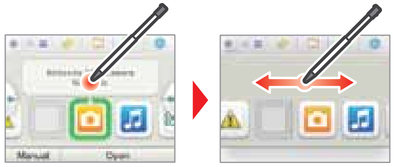
- Steps are counted when the system is on but closed.
- A maximum of seven days' worth of steps and play-time data can be recorded while Nintendo DS or Nintendo DSi software titles are left running. Exit the software once during that time to save your steps.

Scrolling, changing the display, and moving icons

Scrolling

Tap the Touch Screen and slide the stylus across it to scroll.

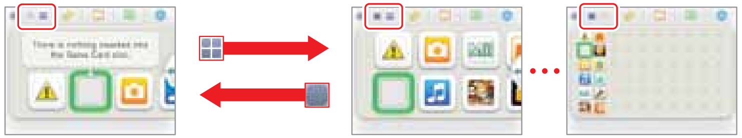
You can also scroll by tapping ◀ or ▶.


Hold down...

...and slide.

Changing the display

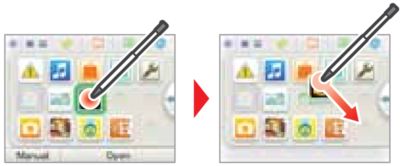
Tap ▦ or ⊞ to decrease or increase the number of software icons displayed on the screen.



Moving software icons

To move an icon, touch and hold it for a moment. Then you can slide it to a new location. Slide the icon to a new location on the HOME Menu and lift the stylus from the screen to place the icon.

NOTE: If you move one icon over another icon, the icons will switch places when you lift the stylus from the screen.



Communication modes

Internet	Connected to the Internet (see page 69).
StreetPass	Searching for a StreetPass partner. If you configure StreetPass settings for the Nintendo 3DS or for software that supports this feature, the system can automatically search for other nearby Nintendo 3DS systems and communicate with them to exchange information (see page 40). A StreetPass icon (•)))) is displayed when this mode is active.
Local	Communicating with other Nintendo 3DS systems. Registering nearby people as friends in the friend list (see page 36) and Download Play (see page 66) requires a local wireless connection for communication. During local wireless communication, the signal strength icon (📶) will be displayed. A stronger signal makes wireless communication easier.
Enabled Disabled	Use the wireless switch to enable wireless communication (see page 12). When wireless communication is enabled but the system is not communicating, 📶 and Enabled will be displayed. When wireless communication is disabled, ☒ and Disabled will be displayed.

NOTE: You may be using more than one communication mode at a time, but only one mode will be displayed on your system.

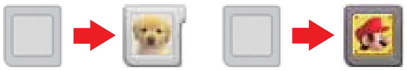
Software icons

When free software is received via SpotPass, or when software is downloaded through Nintendo eShop, software icons are added to the HOME Menu. (Up to 300 software titles can be saved to an SD Card.) Shown below is a list of the software icons you may see on the HOME Menu.

Game Card icons

Nintendo 3DS Game Card

Nintendo DS or Nintendo DSi Game Card



When you insert a Game Card into the Game Card slot, an icon for the game title will be displayed.

Built-in software icons (Tap the icon to start the software application.)

Health and Safety Information
Review important health and safety information concerning the use of the Nintendo 3DS system.

Nintendo 3DS Camera
Take 3D photos with the built-in cameras and software (see page 44).

Nintendo 3DS Sound
Listen to music or record sounds (see page 49).

Mii Maker
Create Mii characters as alter egos for you and your family and friends (see page 52).

StreetPass Mii Plaza
A place where Mii characters can gather via StreetPass and other types of communication (see page 56).

Nintendo eShop
Download software to play on your Nintendo 3DS system (see page 58).

AR Games
Play augmented-reality games using the AR Cards included with your system and the Nintendo 3DS Camera application (see page 60).

Face Raiders
Play a game where your face and your friends' faces become game characters (see page 62).

Activity Log
Check the play times of your software or the steps you have walked while carrying your Nintendo 3DS system with you (see page 64).

Download Play
With a single copy of Download Play-compatible software, you can play multiplayer games with other Nintendo 3DS system users (see page 66).

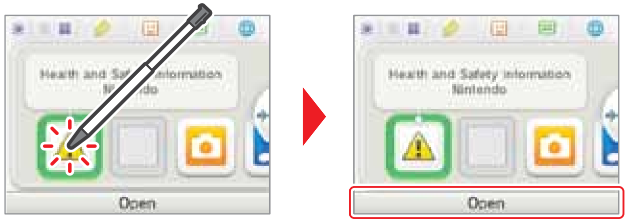
System Settings
Configure your system's Internet settings, Parental Controls, and other settings (see page 68).

Other icons

These icons will display when you have new software added to the HOME Menu. Tap the icon to open it.

Starting a software application

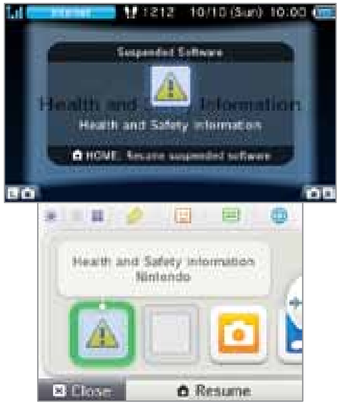
To start a software application, tap the icon on the HOME Menu, then tap **Open**.


Health and Safety Information
Nintendo
Open

Suspending or exiting software

If you press the HOME Button while playing software, the software will be suspended and the HOME Menu will be displayed. If you tap **Close** when at the HOME Menu, you will exit the software.

If you tap **Resume** when at the HOME Menu, you can resume playing the suspended software.


Suspended Software
Health and Safety Information
HOME: Resume suspended software
Health and Safety Information
Nintendo
Close
Resume

While software is suspended...

While software is suspended, you can adjust the screen brightness and access your Game Notes (✎), Notifications (☰), friend list (☺), Internet browser (🌐), the camera mode, and instruction manuals.

You can also start other software, but if you do, any suspended software will be closed.

- You cannot access the HOME Menu while playing over the Internet. Depending on what software is suspended and what state that software is in (for example, whether it is using the cameras or wireless communication), it may not be possible to access the Game Notes, friend list, Notifications, or Internet browser applications.
- You cannot access the HOME Menu while playing Nintendo DS or Nintendo DSi software.

Save your game before exiting the software.

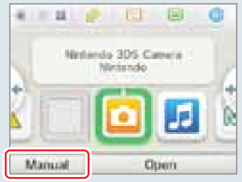
When you exit the software, any unsaved data will be lost. Remember to save your game before exiting the software.

While software is suspended, do not remove the software or turn the system off.

While software is suspended, do not remove the Game Card or SD Card or turn the system off. This could result in corrupted or lost data or other malfunctions.

Instruction manuals for software applications

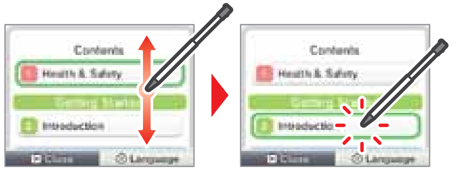
From the HOME Menu, if you tap the icon for a software application that includes a built-in instruction manual, a button labeled **Manual** will be displayed at the bottom of the HOME Menu. Tap the button to view the instruction manual for the highlighted software.


Nintendo 3DS Camera
Nintendo
Manual
Open

Viewing a manual

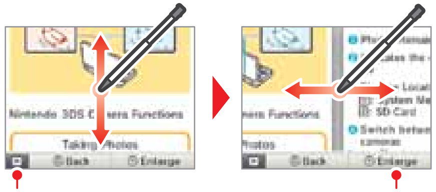
1 View the table of contents.

Scroll through the table of contents by sliding the stylus up and down the Touch Screen. Tap the page you want to view.


Contents
Health & Safety
Getting Started
Introduction
Close
Language

2 View the manual pages.

Scroll through page contents by sliding the stylus up and down the Touch Screen. Switch the page by sliding the stylus left or right across the screen.

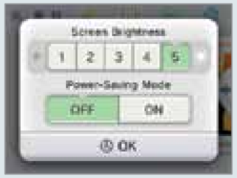

Nintendo 3DS Camera Functions
Taking Photos
Back
Enlarge

Close the manual

Increase or decrease the text size

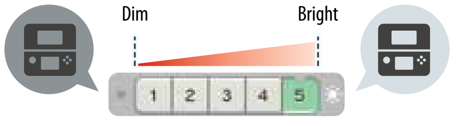
Screen brightness and power-saving mode

Tap ☼ on the HOME Menu to access the settings for screen brightness and the power-saving mode.


Screen Brightness
1 2 3 4 5
Power-Saving Mode
OFF
ON
OK

Screen brightness

Tap a number to select the screen brightness.


Dim
Bright
1 2 3 4 5

NOTE: If you connect the Nintendo 3DS AC adapter, the screen will become brighter when set to level 4 or 5.

Power-saving mode

If you tap power-saving mode **ON**, screen brightness and color gradation will be automatically adjusted to match the displayed images, and battery consumption will be limited. If you tap power-saving mode **OFF**, battery life will be shortened and the screen will maintain the level of brightness that you set. (The default setting is off.)

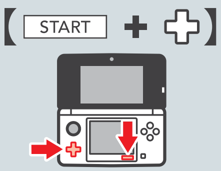
The effect of screen brightness on battery life

Keeping screen brightness at high settings will reduce the duration of a single charge of the battery pack, while keeping brightness at lower settings can prolong battery life.

IMPORTANT: Setting the screen brighter can greatly increase power consumption and may cause the power LED to change to red. If remaining battery power is already low, setting the screen brighter during game play may cause the system to turn off.

Setting screen brightness and the power-saving mode for Nintendo DS/Nintendo DSi software:

When you play Nintendo DS or Nintendo DSi software, you cannot use the HOME Menu. However, you can press the HOME Button to suspend the software and configure screen brightness and the power-saving mode using the following controls.

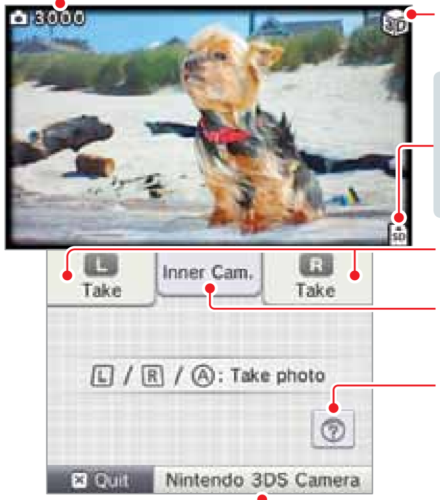


Hold down START and press the +Control Pad as described below.

Press up:	Increase brightness one level.
Press down:	Decrease brightness one level.
Press left:	Turn power-saving mode off.
Press right:	Turn power-saving mode on.

Taking photos with the Nintendo 3DS Camera

From the HOME Menu, you can press L or R to switch to camera mode and take photos.



Pictures remaining

3D indicator
This is displayed when the outer cameras are active.

Save-location icon
(System Memory) or SD (SD Card)

NOTE: You can change the save location under Settings in Nintendo 3DS Camera.

Take photo: L, R, or Ⓐ

Switch between the inner and outer camera
You can take 3D photos with the outer cameras.

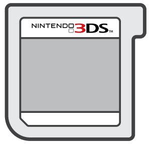
Merge
Merges two faces from both the inner camera and outer cameras captured at the same time. (See the built-in instruction manual for Nintendo 3DS Camera.)

Start the Nintendo 3DS Camera application (see page 44).

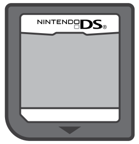
Using Game Cards

The Nintendo 3DS system can use Nintendo 3DS, Nintendo DSi™, and Nintendo DS™ Game Cards.

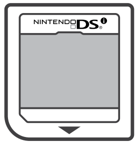
Nintendo 3DS Game Card



Nintendo DS Game Card



Nintendo DSi Game Card



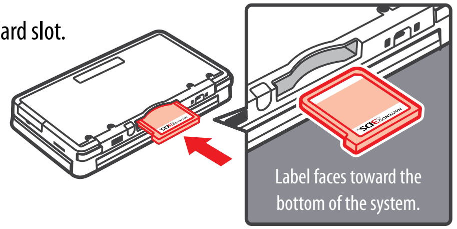
- Nintendo 3DS Game Cards are only compatible with Nintendo 3DS systems.
- Only Nintendo 3DS software that is designed to support the 3D feature can display images in 3D. Nintendo DS and Nintendo DSi software do not support 3D image display.
- You cannot access the HOME Menu while playing Nintendo DS/Nintendo DSi software. Likewise, you cannot use SpotPass or StreetPass features.

NOTE: For video game software rating information, see page 91.

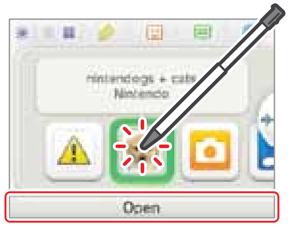
Starting a game

1 Insert a Game Card into the Game Card slot.

If the card seems difficult to insert, remove it and confirm that it is facing in the right direction. The label should face toward the bottom of the Nintendo 3DS.


Label faces toward the bottom of the system.

2 Turn the power on and when the HOME Menu appears, tap the icon for the Game Card you have inserted, then tap **Open**.



NOTE: Nintendo DS/Nintendo DSi titles have a lower screen resolution than Nintendo 3DS software and are stretched to fit the Nintendo 3DS screen. For these titles, hold down START or SELECT while tapping the menu icon to display them at their original screen size ratio.

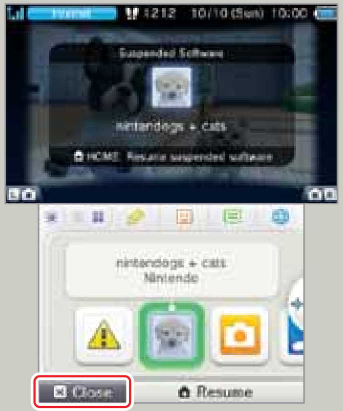
For further instructions on how to operate a game, see the instruction booklet for the game you are playing.

Exiting or pausing a game

Press HOME to display the HOME Menu. Save the game, then tap **Close** on the HOME Menu.

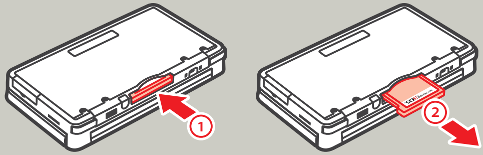
- Tap **Resume** to resume your paused game.
- When you exit a Nintendo DS or Nintendo DSi title, first save your game, then press HOME and tap **OK**.

NOTE: If you press the POWER Button, the system will exit the game and display the Power menu (see page 18).



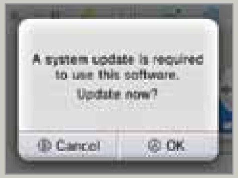
Removing a Game Card

Only insert or remove Game Cards while the system is turned off or while the HOME Menu is displayed. (If software is suspended, exit it first before removing the Game Card.)



System updates included on Game Cards

Some Game Cards may include system update data and will require a system update be performed to play the game. If this occurs, an update guide will be displayed when you start the software.


A system update is required to use this software. Update now?

Follow the on-screen instructions to update your system. See page 90 for more information on system updates.

Using Downloaded Software

NOTE: Software downloaded from Nintendo eShop is licensed to you, not sold. For more information, see the Nintendo 3DS Service User Agreement by going to Other Information in System Settings (see page 77).

Where can I find downloadable software?

- You can download Nintendo 3DS software from Nintendo eShop.
  NOTE: Wireless broadband Internet access is required for online features. See page 69 for more information on setting up an Internet connection.
- Free software may be distributed via SpotPass.
- Downloadable demo software may be available from Nintendo Zone locations.

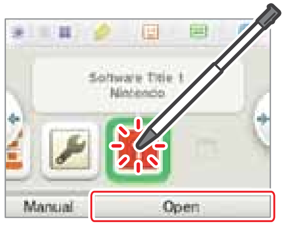
Downloading and saving software

- To download software, you must have an SD Card in the SD Card slot.
  IMPORTANT: Because software can also be distributed via SpotPass, it is recommended that you always have an SD Card in the SD Card slot.
- You can save up to 300 downloadable software titles on an SD Card. (This number will depend on the data size of the software title and the capacity of the SD Card you are using.)
- If you save downloadable software and its save data on multiple SD Cards, this data can't later be combined onto one SD Card.
- Downloadable software can only be used on the system where it was downloaded and is not transferable. You cannot use the software on another system by inserting the SD Card into another system.

Starting downloaded software

1 Tap the icon on the HOME Menu.

NOTE: Nintendo DSiWare titles have a lower screen resolution than Nintendo 3DS software and are stretched to fit the Nintendo 3DS screen. For these titles, hold down START or SELECT while tapping the menu icon to display them at their original screen size ratio.



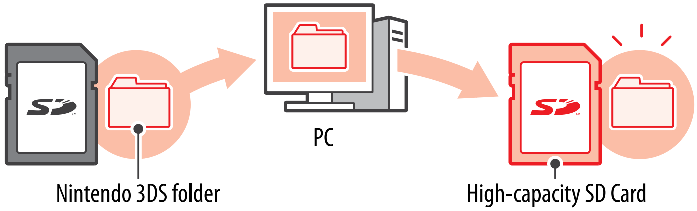
2 Operate the software as you normally would for Game Card software.

- For further instructions on how to operate the game, see the instruction manual for the game in question.
- To view a built-in manual, go to the HOME Menu and tap **Manual**.
- ESRB ratings information for the game is available from the built-in manual.
- Ending downloaded software works the same way as ending Game Card software.

About SD Card capacity

If you begin to run out of room on an SD Card, first try deleting undesired photos, sound files, or software using the Data Management feature in System Settings (see page 82). If you still need more room, you can purchase a higher-capacity SD Card and move all of the files onto the new SD Card.

Use a PC that has an SD Card slot or a commercially available SD Card reader/writer to transfer files.



IMPORTANT: Downloadable software and its save data are saved in the Nintendo 3DS folder. (Photo data is not included.) Please do not alter, move, or erase files or change the names of the files in the Nintendo 3DS folder.

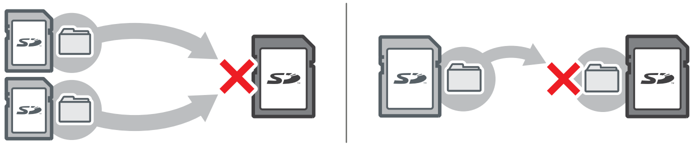
Copying files

Please make sure to copy each of the pertinent folders within the Nintendo 3DS folder.

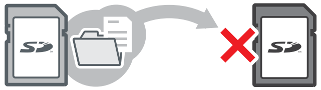
If you copy software to a new SD Card, play it, and save your progress, the same software on the old SD Card may become unusable. You cannot use multiple copies of the software.
If you copy software to a new SD Card, use the new SD Card and do not use the original data.

Precautions about copying files

You cannot recombine downloadable software whose folders have been saved to multiple SD Cards. **If you copy data to a new card and then overwrite that data by re-copying it, that data will become unusable.**



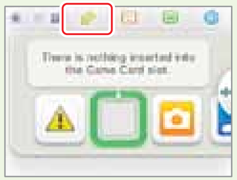
If you individually copy the files in the Nintendo 3DS folder, the Nintendo 3DS system will not recognize them. You must copy each folder in the Nintendo 3DS folder without altering the contents.



Game Notes

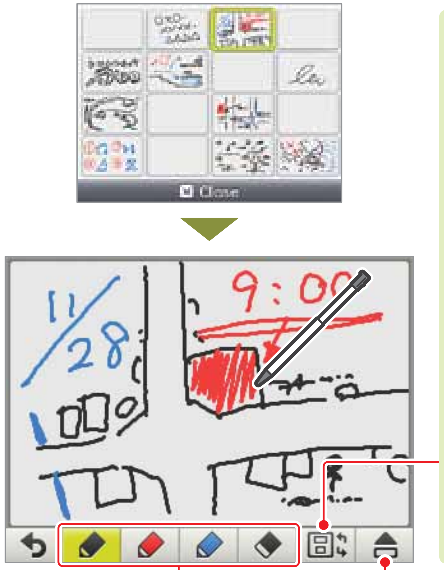
This software allows you to write and draw notes, even during a Nintendo 3DS software title. You can suspend a game and make a note while viewing the game screen.

Tap ✎ in the top bar of the HOME Menu to display a list of your notes.



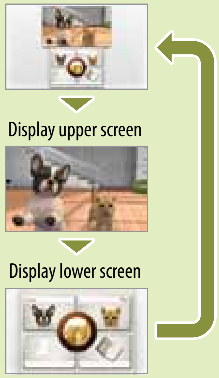
- You can save up to 16 notes on the system. You can also save the notes you've made as photo data and view them in Nintendo 3DS Camera software.
- Even while playing Nintendo 3DS software, you can pause the game and make a note. Press the HOME Button to display the HOME Menu, then tap the Game Notes icon to start the Game Notes software.

1 Tap a note on the Game Notes screen and type or draw.



Switch the upper screen

If the game is paused, the display on the upper screen can be changed.



Pen

Eraser

You can draw with three colors of pen or use the eraser.

Save the note to an SD Card

Allows you to view it in the Nintendo 3DS Camera software.

Delete an active note

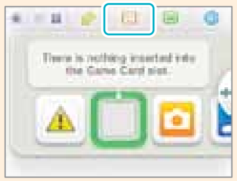
2 When you are done with the note, tap ↶.

The active note is saved and you will return to the Game Notes screen.

Friend List

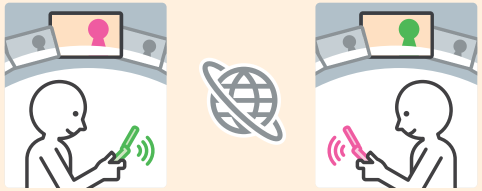
Play and communicate with other people registered as your friends via the Internet, no matter how far away they are.

Tap ☺ in the top bar of the HOME Menu to open your friend list.


There is nothing inserted into the Game Card slot.

The first time you open the friend list, follow the on-screen instructions to create your own friend card.
From the friend list, you can see if your registered friends are online (whether they are connected to the Internet). Even while playing Nintendo 3DS software, you can pause the game and view your friend list. Just press the HOME Button to display the HOME Menu and start the friend list.

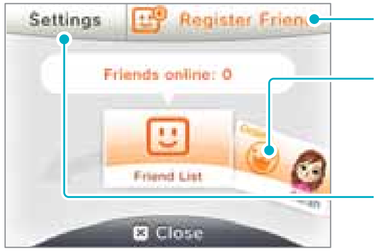
NOTE: The friend list feature is available only when using Nintendo 3DS software titles.



What you will need to do to use the friend list

Create your Personal Mii™	To create your own friend card, you will need to create your Personal Mii in Mii Maker. See page 52.
Configure your Internet settings	To know when your friends are online, you must connect to the Internet. See page 69.

The friend list screen


Settings
Register Friend
Friends online: 0
Friend List
Close

Register friends

Display friend cards

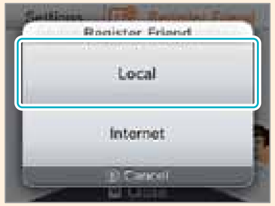
- Edit your own friend card
- View friend cards of your friends

Friend list settings

- Friend notification settings
- Delete a friend card

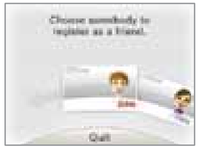
Registering friends

To register a friend locally


Settings
Register Friend
Local
Internet
Cancel

Tap **Local** to connect directly to another Nintendo 3DS user nearby and register each other as friends.

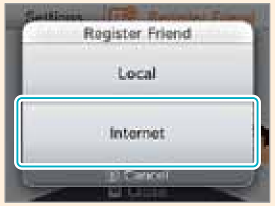
NOTE: You can register a maximum of 100 friends in the friend list.


Choose somebody to register as a friend.
Quit

From among the displayed friend cards, tap the card of a person you want to register as a friend.

NOTE: If you both tap each others' cards, you will begin exchanging your friend cards. When the exchange finishes, you are registered as friends.

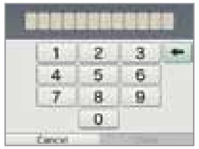
To register a friend over the Internet


Settings
Register Friend
Local
Internet
Cancel

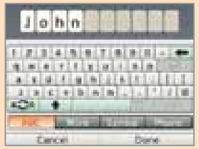
Tap **Internet** to connect to another Nintendo 3DS user over the Internet and register each other as friends.

NOTE: You can check your friend code by looking at your own friend card.

Enter the friend code of the person you want to register.


1
2
3
4
5
6
7
8
9
0
Cancel

Enter the name of the person you want to register. If you are not registered as the other person's friend, the registration will be temporary. (When the temporary friend registers you as a friend, the registration becomes permanent and the other person's official name and Mii are displayed.)


John
Cancel
Done

Provisionally registered friend.
Close

If you are registered as the other person's friend, the other person's data from the friend card will be received automatically, and they will be registered as a friend.

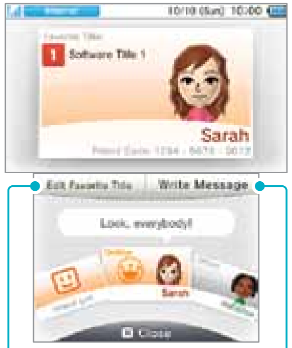
Hello!
Close

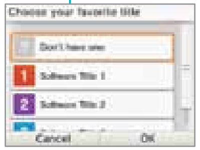
Editing your friend card / Viewing friend cards

Select your friend card from the friend list to edit your details or view friend cards belonging to other people. Your friend card will be identified by a ♛ icon.

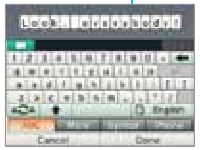
Editing your friend card

Choose your friend card to edit your favorite software, message, or other information.


Favorite Title
1 Software Title 1
Sarah
Edit Favorite Title
Write Message
Look, everybody!
Sarah
Close


Choose your favorite title
Don't have one
1 Software Title 1
2 Software Title 2
Cancel
OK

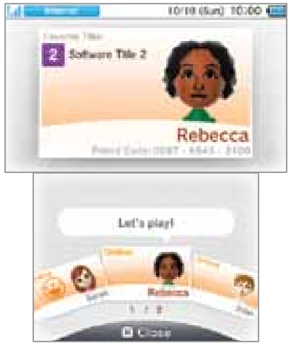
Choose your favorite software from among the titles you have played.


Look, everybody!
English
Cancel
Done

Enter a short greeting of up to 16 characters. This greeting will be visible to your friends.

Viewing friend cards

Choose the friend card you would like to view. Details will be displayed on the upper screen.


Favorite Title
2 Software Title 2
Rebecca
Let's play!
Sarah
Rebecca
Close

The title of the friend's favorite software, or the title of the software they are currently playing, will be shown.

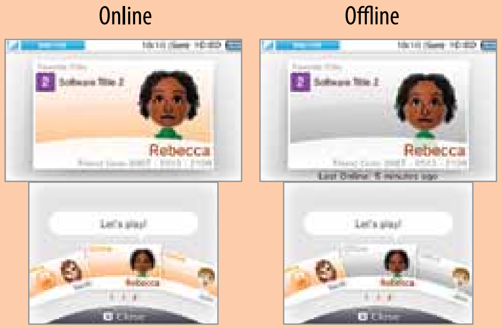
Remember that other Nintendo 3DS users will see your greeting when interacting with them, so do not use your real name or otherwise share any personal information in your greeting.

NOTE: If the Mii of one of your friends is replaced by a different Mii with the name "???," the creator of your friend's Mii might have been added to the blocked-user list.

Display of your friends' online (Internet connection) status

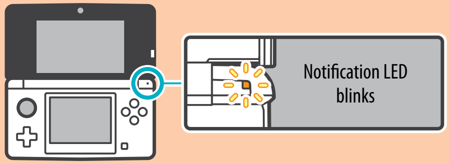
When your friends go online (when they connect to the Internet), the appearance of their friend card changes. The software they are playing is also displayed.

NOTE: For this to happen, they must adjust their settings to allow their online status to be visible.


Online
Offline
Software Title 2
Rebecca
Let's play!
Close

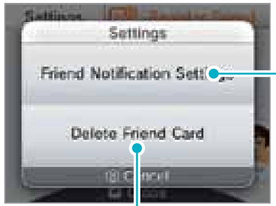
Notification LED

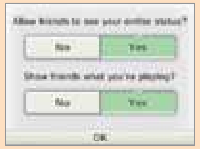
When an offline friend comes online, the notification LED on your Nintendo 3DS system blinks orange for five seconds.


Notification LED blinks

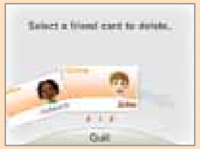
Friend-list settings

Configure your friend notification settings or delete friend cards.


Settings
Friend Notification Settings
Delete Friend Card
Cancel


Allow friends to see your online status?
No
Yes
Show friends what you're playing?
No
Yes
OK

Choose whether or not to show your online status and the software you are playing.

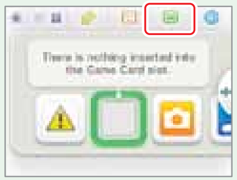

Select a friend card to delete.
Quit

Delete friend cards from the friend list.

Friends are not notified if their friend cards are deleted.

Notifications

This software allows you to receive notifications from Nintendo, from StreetPass, and from other types of software.



There is nothing inserted into the Game Card slot.

Tap ☰ in the top bar of the HOME Menu to start Notifications and display a list of your notifications.

Even when using Nintendo 3DS software, you can pause the game and view Notifications. Press the HOME Button to display the HOME Menu and tap the Notifications icon to start the Notifications software.

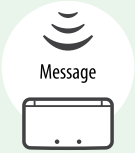
Types of notifications

SpotPass Notifications	These contain data or information from Nintendo, Nintendo third parties, or from the software you are using, and will vary depending on the game you are playing. **NOTE: The system cannot receive notifications from Nintendo DS or Nintendo DSi software.**
StreetPass Notifications	These contain information received via the StreetPass feature.

To receive notifications

Follow these steps to allow your Nintendo 3DS system to receive notifications:

- Turn the system on. (The system will also receive notifications in Sleep Mode.)
- Turn wireless communication on by pushing the Wireless switch toward the top of the Nintendo 3DS. The Wireless LED will light.
- Configure the Internet connection settings. (Within a Nintendo Zone service area, the system can receive notifications even without its Internet settings configured. Also, the system can receive StreetPass notifications without connecting to the Internet.)



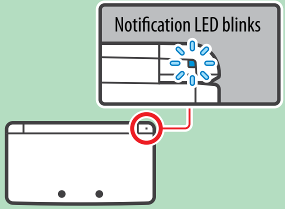
NOTE: Notifications sent to you by software may be sent directly without requiring an Internet connection.

When you receive a notification...

When you receive a notification, the notification LED on your Nintendo 3DS system will blink for five seconds. For StreetPass notifications, it blinks green, and for SpotPass, it blinks blue.

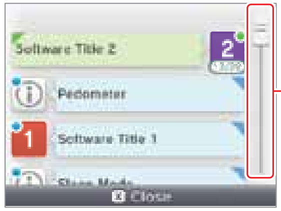
Additionally, 🟢 or 🔵 will be displayed on the Notifications icon and any related software icons in the HOME Menu.

NOTE: If a notification is received when the system is in Sleep Mode, the notification LED will blink for about five seconds and then stay lit. It will turn off when you open the Nintendo 3DS system.



To view notifications

Tap the notification you want to view in your notification list.



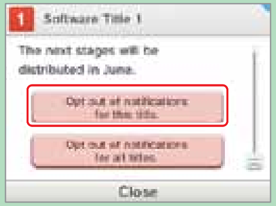
Tap and slide the scroll bar up or down to view your notification list.

- Unread notifications will show 🟢 for StreetPass notifications or 🔵 for SpotPass notifications.
- Up to 12 StreetPass notifications and up to 100 other notifications can be saved on the system. If you receive more notifications than that, or if the storage limit is exceeded (such as when there are many notifications saved with image attachments), notifications are deleted starting with the oldest notifications first. **NOTE:** Notifications sent to you by software may be sent directly without requiring an Internet connection.

To stop notification delivery

Tap **Opt out of all notifications for this title** inside the message and follow the on-screen instructions.

NOTE: Notifications that do not require an Internet connection, such as those from software titles, cannot be stopped from the notification list. These are delivered during game play and can be stopped from within the software. The method for stopping these notifications may vary depending on the software title.



The next stages will be distributed in June.

1
Software Title 1
Opt out of notifications for this title.
Opt out of notifications for all titles.
Close

Stopping StreetPass notifications

Tap **Opt out of notifications for this title** and also deactivate StreetPass from **StreetPass Management** in the System Settings (see page 82). If you deactivate StreetPass, these notifications will no longer reach you.

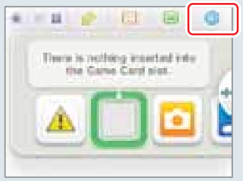
To resume delivery of notifications, adjust the software settings. For details, see the instruction booklet for the game you are playing.

You cannot opt out of certain important information from Nintendo. (SpotPass notifications from Nintendo may contain important consumer information.)

Internet Browser

View Internet web pages using simple controls with the stylus.

Tap in the top bar of the HOME Menu to start the Internet browser. The first time you open the Internet browser, you will need to follow the on-screen setup instructions.

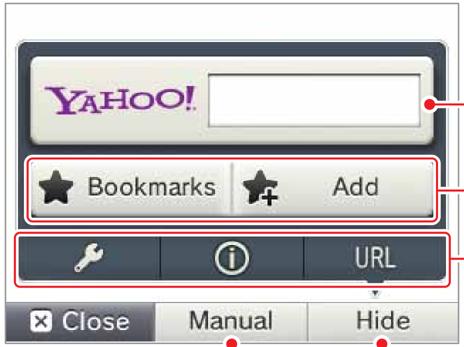

There is nothing inserted into the Game Card slot.

NOTE: A broadband wireless network connection is required to connect to the Internet. See page 69 for more information on setting up a connection.

- Even while playing Nintendo 3DS software, you can suspend the game and use the Internet browser. Press HOME to display the HOME Menu and start the Internet browser.
- Depending on the software you are using, sometimes the Internet browser may not be available.

When you start the Internet browser, the main menu will be displayed on the lower screen, as shown below. Tap the item you wish to select, such as the search field or Bookmarks, and access a web page.

Main menu



Search

Enter a keyword and search pages.

("Google" will appear if that is the selected search engine.)

Bookmark

Choose from a list of bookmarked pages to display that page.

Add

Add the current page to your list of bookmarks.

Close menu

Manual

Tap **Manual** for more detailed information on using the Internet browser.

Settings

Configure the Internet browser settings.

Page Information

Display the title, address, and security of the current page.

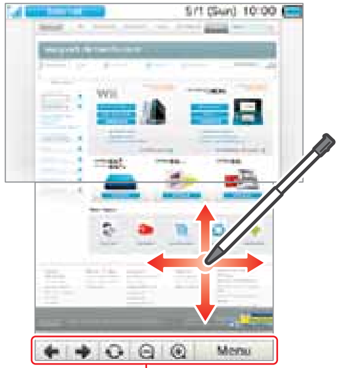
URL Input

Directly enter a URL address.

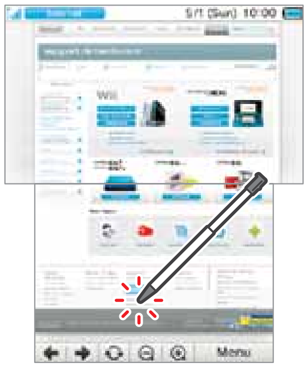
Using the Internet browser

Tap and slide the stylus on the lower screen to scroll the page. Tap a link on the bottom screen to open the destination page.

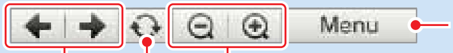
Slide to scroll the page view



Tap to open a link



Toolbar



Return to the main menu.

Zoom display in or out.

(Reload) displays when the page has finished loading. You can tap to reload the current page.

(Stop loading) displays while the page is loading. You can tap to stop a page from loading.

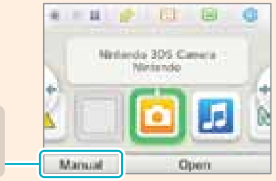
Display the previous page (back) or next page (forward).

- The browser cannot play or display any content that requires plug-ins, such as video or audio files.
- If the current page contains a large amount of data, the browser may not be able to download and display the entire page. If this happens, the undisplayed content may sometimes display if you tap (Reload) on the toolbar and reload the page.

IMPORTANT: To block access to the Internet with the Nintendo 3DS, use of the Internet browser can be restricted with Parental Controls. See page 78 for more information on using this feature.

Nintendo 3DS Camera

Nintendo 3DS Camera can be started from the Nintendo 3DS HOME Menu. This software allows you to take and view 2D and 3D photos.


Nintendo 3DS Camera
Nintendo
Manual
Open

For more detailed information, tap **Manual** on the HOME Menu.

About 3D photos

When taking 3D photos, both outer cameras will capture images–one for the left eye and one for the right eye. When the two images are combined and displayed on the 3D Screen, they appear as a 3D photo. See page 22 for more information about 3D images.

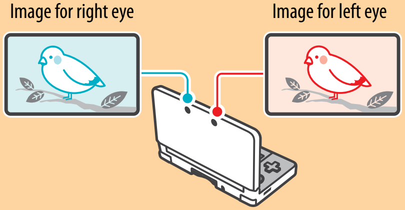


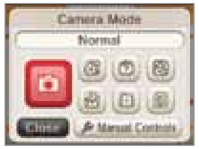
Image for right eye
Image for left eye

Nintendo 3DS Camera functions

Take Photos

Camera Mode

You can choose different camera settings such as bright-light camera or night camera.

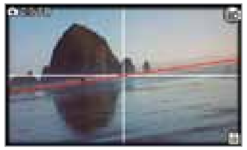

Camera Mode
Normal
Close
Manual Controls

Timer

You can use the timer or voice command to automatically take a photo.

Leveler

The leveler can help you take photos level with the horizon. A red line will appear that you can use as a reference.



View Photos

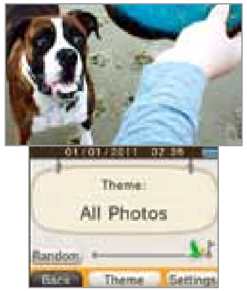
Graffiti

You can draw all kinds of designs on your photos.

Cancel
Finish

Slide Show

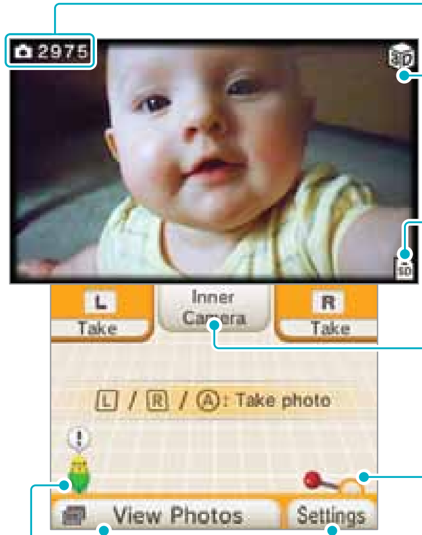
You can automatically display photos in a sequence.


01/01/2011 02:38
Theme:
All Photos
Random
Back
Theme
Settings

Taking photos

Tap [R Take] or [L Take] on the lower screen to take a photo. You can also press [L 📷], [📷 R], or Ⓐ to take a photo.

NOTE: If you press down on the +Control Pad, you can turn the leveler feature on and off.


2975
3D
SD
L Take
Inner Camera
R Take
L / R / A: Take photo
View Photos
Settings

Remaining number of photos you can save

3D indicator
This icon will display if you are taking a photo with the outer cameras.

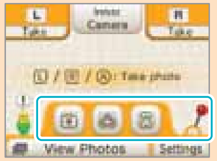
Save location
Indicates the save location for your photos:
(System Memory) or (SD Card)

Tap to switch between the inner and outer cameras.
NOTE: The inner camera takes only 2D photos.

Settings
Adjust various settings such as information display and data management.

View photos

Tool lever
Use the stylus to drag the lever handle to select the following functions:


L Take
Inner Camera
R Take
L / R / A: Take photo
View Photos
Settings

Change camera mode

Adjust 3D focus
By default, the camera's 3D autofocus is on. You can turn it off and manually adjust the 3D focus if needed.

Timer

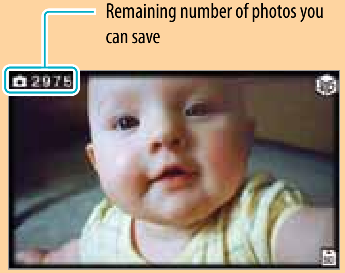
Tap the parakeet to get hints about using the camera. You can also review hints in the Settings for Nintendo 3DS Camera, under Usage Tips.

How many photos can you save?

The remaining number of photos you can save is displayed on the upper screen. This is the approximate number of photos you can save in the current save location (System Memory or an SD Card), but it's only an estimate.

Data size can vary depending on the photo, so it's possible that taking one photo may reduce the number of remaining photos by two or not reduce the number at all.

NOTE: A maximum of 3,000 photos can be saved to an SD Card.



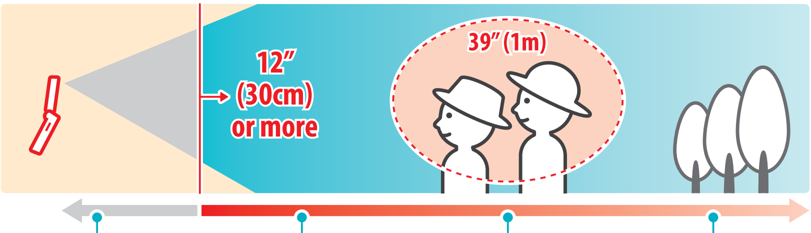
Remaining number of photos you can save

About photo data

- When you take photos with the outer cameras, both 3D photo data (saved as MPO format) and left-eye photo data (saved as JPEG format) are created. When you take a photo with the inner camera, photo data is saved in JPEG format.
- Photo data is saved to the "DCIM" folder on the SD Card.

How far away should your subject be?

When taking photos, it's best to be at least 12 inches away from your subject. If you take a photo of something too close, the photo may turn out blurry, similar to when you try to look at something too close to your face.


12"
(30cm)
or more
39" (1m)

Taking photos of objects less than 12" (30cm) away may result in blurry photos or double images.

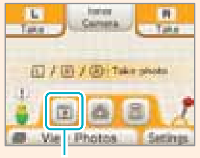
For best results, your subject should be more than 12" (30cm) away.

The ideal range for your subject for the best 3D photos is about 39" (1m) away from the camera lens.

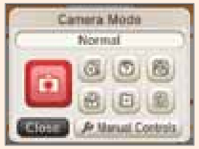
Background objects in the distance can produce a better 3D effect.

Change camera mode

Tap the tool lever icon ( ), and then tap the camera-mode icon ( ) to display the camera-mode selection screen. Then tap the camera mode you would like to use.

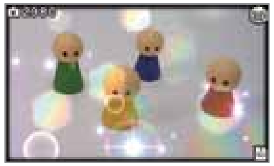

L Take
Inner Camera
R Take
Take photo
View Photos
Settings

Camera-mode icon


Camera Mode
Normal
Close
Manual Controls

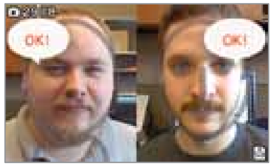
Camera modes

Sparkle



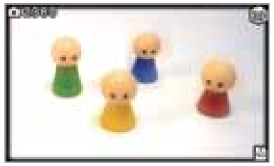
Blow into the microphone to add a variety of visual effects.

Merge



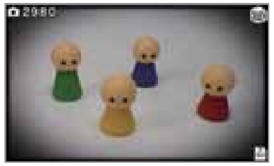
Merge two faces – one from the inner camera and one from the outer cameras – captured at the same time.

Dream



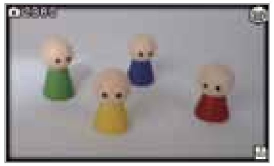
Take photos that look as if they appeared from a dream.

Pinhole



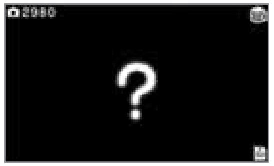
Take a picture that looks like it was taken with a pinhole camera (darker edges and a lighter center).

Low Light



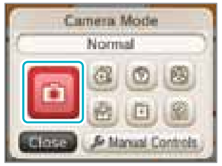
Take photos in a dark environment, such as at night.

Mystery



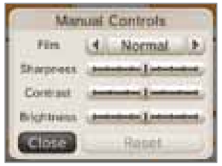
Apply random filters and effects – you won't know what you've got until you take the picture!

Normal


Camera Mode
Normal
Close
Manual Controls

Return to Normal mode.

Manual Controls

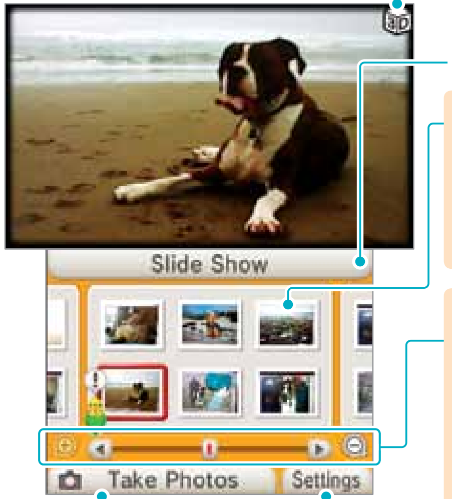

Manual Controls
Film
Normal
Sharpness
Contrast
Brightness
Close
Reset

Adjust the picture settings manually.

Viewing photos

Tap **View Photos** to see the photos you've taken. A series of smaller thumbnail images will be displayed on the Touch Screen. The red outline in the thumbnail selection indicates which image is displayed on the 3D Screen.

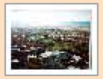
Tap a thumbnail image on the Touch Screen to display it on the 3D Screen.

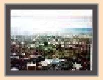


3D indicator
This icon will display if you are viewing a 3D photo.

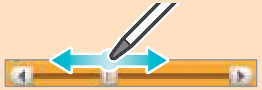
Begin slide show

The color of the frame around the thumbnail image indicates where the image is saved:


Saved on SD Card


Saved on system

Slide the stylus on the Touch Screen to scroll through the thumbnail images.



Tap ⊕ or ⊖ to change the number of images that are displayed on the Touch Screen.

Take Photos – see page 45

Access the Settings menu

About the photo catalog

Photos are arranged by capture date, with older photos to the left.

If the photo is a file type that cannot be displayed by the system, 🚫 will be displayed.

If there are many photos in the catalog, it can take some time before all photos are displayed.

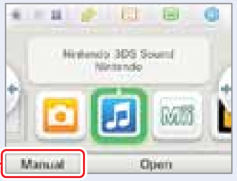
More about photo data

Photos taken with a digital camera or mobile phone may not display. A photo taken with the Nintendo 3DS system may not display if it has been edited or processed on a PC, moved or deleted on an SD Card, or if the file name has been changed.

Thumbnail images are attached to photos taken with the Nintendo 3DS. If you use a PC or other device to edit photos, in some cases the thumbnails will not reflect these changes. Be aware that if you upload an edited photo to the Internet or pass it on to a third party, it may be possible to view the unedited thumbnail of the image. When you use the Nintendo 3DS Camera application to edit a photo taken with the Nintendo 3DS, the thumbnail image will also be edited.

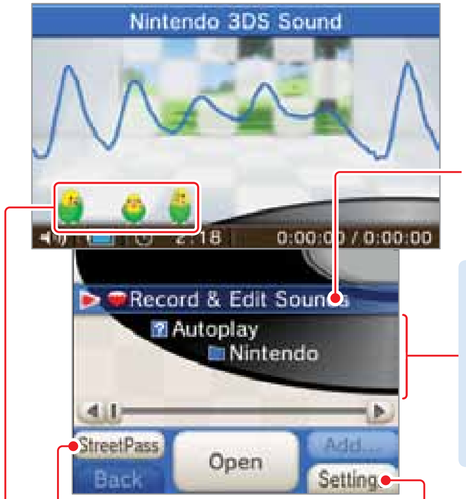
Nintendo 3DS Sound

The Nintendo 3DS Sound application can be started from the Nintendo 3DS HOME Menu. This software allows you to play music and sounds saved on an SD Card or recorded with the microphone on the Nintendo 3DS system. You can also play with and alter your music or recorded sounds.



For more detailed information, tap **Manual** on the HOME Menu.

After starting Nintendo 3DS Sound, you can select from the options below.



Record sounds or play with recorded sounds

Playing music
Music files saved on the SD Card will be displayed.

NOTE: Resume will be displayed if you previously stopped listening during playback. If you tap **Resume**, the music will begin playing from the point at which it stopped.

Nintendo 3DS Sound settings and formatting data

- View the results of StreetPass encounters
- Turn StreetPass on/off

You can view the results of StreetPass, such as hit parade and compatibility analysis.
To use StreetPass, first register a song in your StreetPass favorites and then turn StreetPass on.

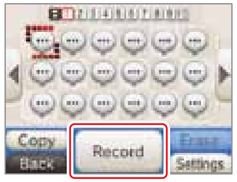
If you speak to the parakeet, he may remember the sound when he speaks. He might even call out a few recorded sounds at his own discretion.

Tap the parakeet on the Touch Screen to make him say a previously recorded sound.

Recording and playing with sounds

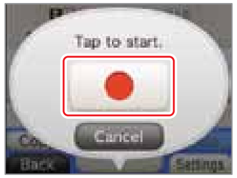
You can record a maximum of 10 seconds of sound in one sound file using the microphone. You can save up to 18 sound files in System Memory and up to 180 sound files on an SD Card.

1 Tap 💬 to select a file, then tap **Record**.


Copy
Back
Record
Erase
Settings

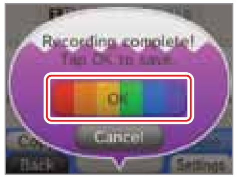
2 Tap ● to begin recording.

- Recording will begin automatically if the microphone detects a sound.
- Tap ■ to end the recording.


Tap to start.
Cancel
Back
Settings

3 Tap a color for the file icon.

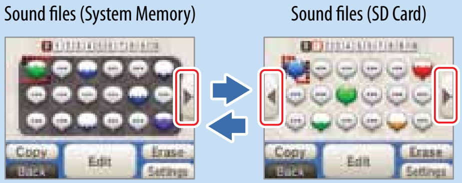
The color you tap will become the color for the icon representing the recorded data.


Recording complete!
Tap OK to save.
OK
Cancel
Back
Settings

NOTE: To delete a sound file, select the file icon and tap **Erase**.

Switching pages

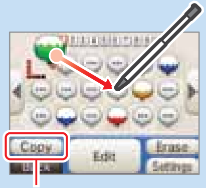
Tap ◀ or ▶ to switch between pages of sound files.


Sound files (System Memory)
Sound files (SD Card)
Copy
Back
Edit
Erase
Settings

Moving and copying sound data

To move or copy a sound data file, tap and hold the data and then slide it to a new location.

- If you slide the sound data file to ◀ or ▶, the page will switch and you can move or copy the file to another page.
- You cannot copy audio data into a location where audio data already exists.

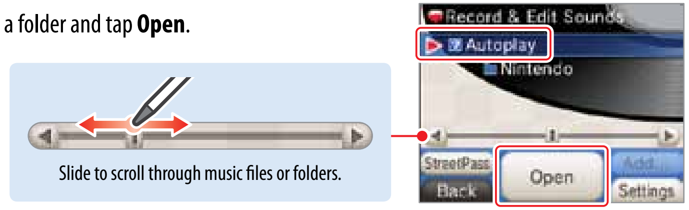

Copy
Edit
Erase
Settings

Switch between moving and copying

Playing music from an SD Card

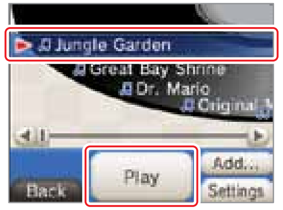
Begin by inserting an SD Card that contains music files that are compatible with the Nintendo 3DS. See the section below for information on compatible music formats.

1 Select a folder and tap **Open**.


Record & Edit Sounds
Autoplay
Nintendo
StreetPass
Back
Open
Add...
Settings

Slide to scroll through music files or folders.

2 Select a music file and tap **Play** to begin playback.


Jungle Garden
Great Bay Shrine
Dr. Mario
Original
Back
Play
Add...
Settings

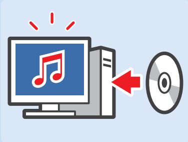
About compatible music files

The following music formats can be played (copy-protected files cannot be played):

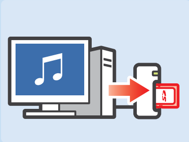
AC files with .m4a, .mp4, and .3gp extensions, or MP3 files with .mp3 extensions
Bit rate of 16kbps - 320kbps and sampling frequency of 32kHz - 48kHz

Saving music to an SD Card

1 Use a PC and appropriate software to transfer songs into your PC.



2 Transfer the songs to an SD Card using the SD Card slot in your PC or a commercially available SD Card reader/writer.

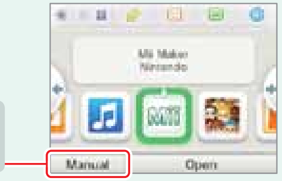


About folders and files on an SD Card

- Only folders with music files saved in them are displayed. The maximum number of folders displayed is 1,000.
- If there are two or more folders with the same name on an SD Card, the music files in those folders will be combined into one folder.
- The maximum number of music files displayed is 3,000.
- A maximum of 100 music files per folder will be displayed.
- Folders and files with hierarchies deeper than eight levels will not be displayed.
- Folder names are unrelated to hierarchy depth. They are displayed in numeric and alphabetical order.
- If folder or files names contain characters not supported by the Nintendo 3DS system, those characters will be displayed as "?".

Mii MAKER™

Mii Maker can be started from the Nintendo 3DS HOME Menu. This software allows you to build faces from various parts to create virtual alter egos for yourself, your family members, and your friends.



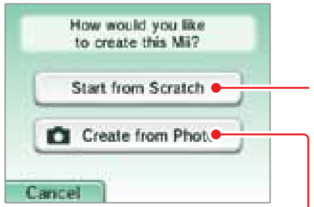
For more detailed information, tap **Manual** on the HOME Menu.

NOTE: You can also play as your Mii characters in games that support this feature.

Create a Mii

Step 1: Create your own Personal Mii character. After you have created your Mii, you can view it in the Mii Maker main menu and create more Mii characters.

1 Tap the creation method you would like to use.

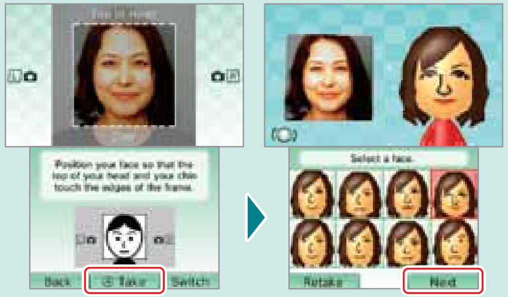


Select a gender and proceed to step 2.

If you tap **Create from Photo**:

You can use a photo of your face to create your Mii.

Follow the on-screen instructions to select your Mii character's gender, skin tone, eye color, hair color, and hairstyle, and then take the photo using the inner camera of the Nintendo 3DS.

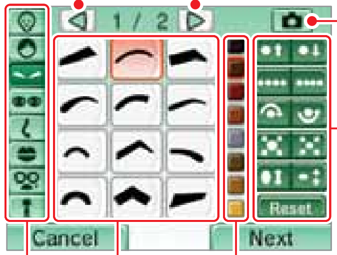

Position your face so that the top of your head and your chin touch the edges of the frame.

Select a face.

NOTE: If your face isn't recognized, try re-taking the photo (see page 99 for more information on facial recognition).

Select the face you like and then tap **Next**.

2 Tap the face parts and body type to edit the Mii character.



Next/previous page

Create from photo

Take a photo of your face and use the photo to create your Mii.

Adjust parts:

- Move up/down
- Change spacing
- Change angle
- Expand/reduce
- Expand/reduce up/down
- Reset parts

Change color

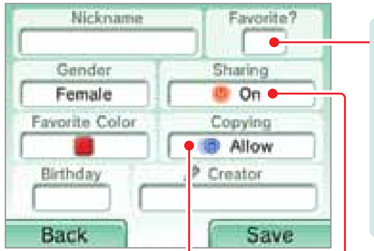
Select the part you want to change.

Select the part you want to edit.

When you are finished editing, tap **Next**.

- Change the Mii viewing angle with the L or R buttons or the Circle Pad.
- If you selected **Create from Photo** in step 1, the photo will be displayed next to the Mii on the upper screen.
- The types of adjustments you can make (color, number, etc.) will differ from part to part.

3 Create a profile.



Favorites

When you make a Mii a Favorite, 👑 will be displayed. Favorite Mii characters will have priority in games that support Mii characters.

You can create up to 10 Mii Favorite characters. Your Personal Mii is indicated by 👑 and cannot be removed from Favorites.

Copy permission settings

If you set this option to Don't Allow, those who receive the selected Mii will not be able to copy or edit that Mii.

Share your Mii

Sharing a Mii allows it to be sent wirelessly to other people's Nintendo 3DS systems, where it may remain and appear later in other supported games they play. (The Mii creator's name and birth date are not shared.)

- When you have finished creating your profile, tap **Save** to register the Mii. When you have finished registering your Mii, you will be returned to the main menu.
- You cannot delete your Personal Mii, but you can edit it.

NOTE: All Mii features and likenesses are the intellectual property of Nintendo and cannot be distributed freely or used commercially.

Warning about Mii profiles

If you send a Mii character to another Nintendo 3DS system, the Mii character's name and profile will be sent with it. Therefore, take care not to use offensive words or any personally identifiable information in the nickname or profile of your Mii. Someone who receives your Mii can edit it or send it on to others, and you cannot remotely delete Mii characters sent to other people using your Nintendo 3DS system.

If you use offensive words in the name or profile, it's possible they will be displayed as "???" on another person's Nintendo 3DS system. If this happens, please change the nickname or profile.

About blocking another user

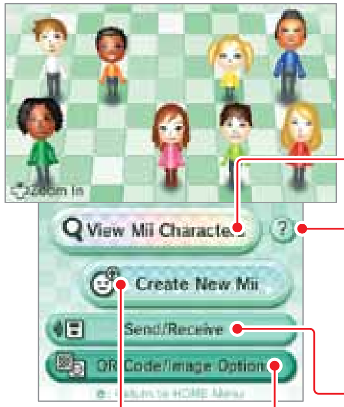
You can set your system to block those who use offensive content in their Mii nickname, profile, or appearance. If you choose to block a Mii whose creator has used offensive content, all Mii characters from that person will be blocked and other Mii characters will be displayed instead. Some applications do not allow any content from a blocked player to be displayed.

To access the blocked-user settings, from the main menu press Ⓧ and Ⓨ while holding left on the +Control Pad. Follow the on-screen instructions to make your settings.

Main menu

When you start Mii Maker, the main menu appears. Tap an item to select it.

NOTE: You can register a maximum of 100 Mii characters in Mii Maker.



Select a Mii from the Mii list

Display the instructions for viewing Mii characters

- Communicate with another Nintendo 3DS system and send or receive Mii characters.
- Receive Mii characters from the Mii Channel on the Wii console.

NOTE: You cannot send Mii characters to the Mii Channel.

Create a Mii

Create a Mii QR Code and save the Mii image

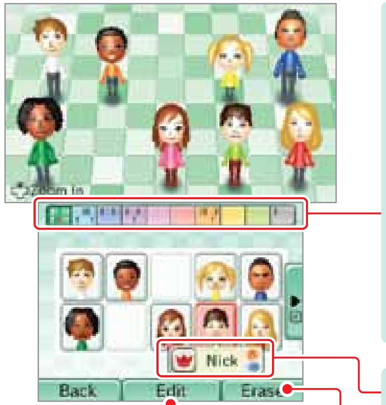
(A QR Code is a two-dimensional code that can be read by scanners or devices that include cameras.)

Editing or erasing a Mii

After selecting a Mii character from the Mii list, you can edit, erase, or adjust its Favorite settings.

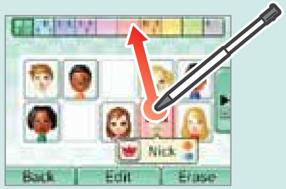
From the Mii list displayed on the Touch Screen, tap the Mii that you would like to edit or erase.

NOTE: You can change a Mii character's location in the Mii list by touching and sliding the Mii to a new location.



Mii slots

In the Mii list, there are 10 rooms. Up to 10 Mii characters can be saved in each slot. To move a Mii to a different slot, touch and slide it on the Mii list.



Edit selected Mii

Edit the Mii using the same tools you used when creating it.

If you are working on a Mii that you received from another system and that Mii can be copied, you will be asked whether or not you want to copy it. If you make a copy of that Mii, you will be able to edit the copy as well as the original.

Erase selected Mii

Favorites display

Favorite Mii characters will appear with a ♛ icon. If you tap the icon, you can change the Mii character's status as a Favorite.

Share display

Shared Mii characters.

Mii characters you can copy

Display Mii characters that can be copied.

Creator name display

If the creator of a Mii character has been added to the Mii character's profile, you can tap the Mii character's nickname Nick and the creator's name will be displayed.

Special Mii characters and StreetPass Mii Plaza

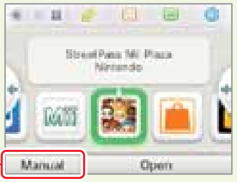
Special Mii characters may be distributed by Nintendo periodically and will be wearing golden pants. If you select a special Mii on the Mii list and press Ⓨ, you can move that Mii to the StreetPass Mii Plaza.

NOTE: Only special Mii characters can be moved to the StreetPass Mii Plaza in this way.

StreetPass Mii PLAZA

StreetPass Mii Plaza can be started from the Nintendo 3DS HOME Menu. StreetPass Mii Plaza is a place where many Mii characters can connect with one another through StreetPass and other types of communication. You can also enjoy some simple games with Mii characters gathered through StreetPass.

For more detailed information, tap **Manual** on the HOME Menu.



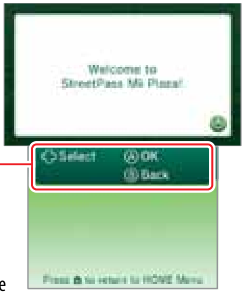
StreetPass Mii Plaza
Nintendo

Gathering Mii characters using StreetPass

Follow the on-screen directions to configure StreetPass Mii Plaza settings.

NOTE: During setup, you will need to select a Mii character as your StreetPass Mii. You can select the Personal Mii you created in Mii Maker (see page 52) as your StreetPass Mii.

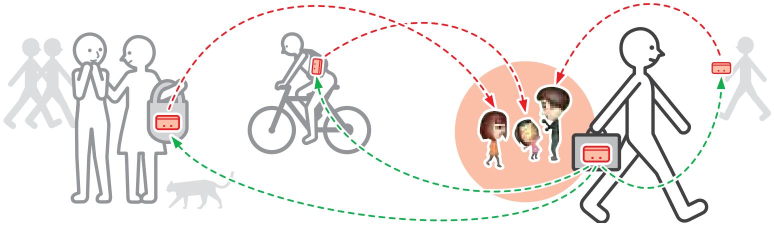
The control options for StreetPass Mii Maker are displayed in the lower screen.



Welcome to
StreetPass Mii Plaza!

If StreetPass communication is enabled, and you have designated a StreetPass Mii, you can collect Mii characters through StreetPass. (See Data Management, page 82, for more information on StreetPass communication settings.)

NOTE: You won't lose your StreetPass Mii character if you allow it to be sent to other people.



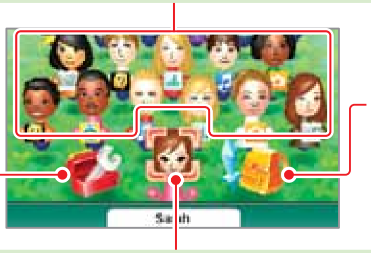
- When you start StreetPass Mii Plaza, the Mii characters you received through StreetPass will be saved. Then you can receive more Mii characters.
- When you receive a Mii, its nickname, country and region, last-played game, date and the last time you met, and additional times you met will be saved.

IMPORTANT: StreetPass Mii characters will be sent to other Nintendo 3DS systems along with other information such as the Mii character's greeting and nickname . Therefore, take care not to use offensive words or any personally identifiable information when you create these items. Someone who receives your Mii can edit it or send it on to others, and you cannot remotely delete Mii characters sent to other people using your Nintendo 3DS system. **If you don't want others to edit your Mii, do not set your Mii character as one that can be copied (see page 53).**

StreetPass Mii Plaza

In the StreetPass Mii Plaza, you can view Mii characters received through StreetPass or enjoy some simple games with the gathered Mii characters.

Use the +Control Pad to make your selections, and then press Ⓐ.



View collected Mii characters
You can view the profiles of the gathered Mii characters and move Mii characters to Mii Maker.

Settings
Turn StreetPass on or off, or configure the settings for StreetPass Mii Plaza.

Play
Play some simple games with the Mii characters using StreetPass.

StreetPass Mii settings
Check the details of your StreetPass Mii. You can also change your Mii character or edit your greeting.

- Mii characters you have met may also appear in software that supports this feature.
- If you go to greet new Mii characters that you have just received, you will no longer be able to play with the other Mii characters you have received already.

Gather Mii characters met through other forms of wireless play.

If you set the Invite Mii option to Yes in the Settings, Mii characters met through wireless play using other software will be saved in the plaza.

- If you meet a Mii that has been set to Share in Mii Maker, it will be saved in the StreetPass Mii Plaza (see page 53).
- When you meet a Mii during wireless play, the Mii character's nickname and the time/date of the meeting will be saved.

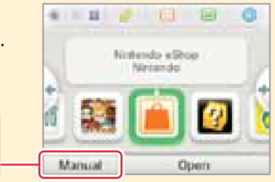
NOTE: This feature can be restricted by Parental Controls. See page 78 for more information.

Nintendo eShop

You can connect to Nintendo eShop through the Internet and download Nintendo 3DS Download Software and Nintendo DSiWare™, as well as classic Virtual Console™ software.

NOTE: A broadband wireless network connection is required to connect to the Internet.
See page 69 for more information on setting up a connection.

For more detailed information, tap **Manual** on the HOME Menu.



Downloadable software

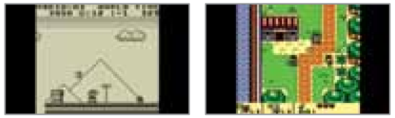
Nintendo 3DS Download Software

Some Nintendo 3DS software is available exclusively through Nintendo eShop.

You can save a maximum of 300 Nintendo 3DS Download Software titles and Virtual Console titles on an SD Card. If there is insufficient space on the SD Card, you may need to create some blocks of free space by deleting data in Data Management (see page 82) or moving data to a high capacity SDHC Card (see page 34).

Virtual Console

With the Virtual Console service you can download games that were originally released on platforms prior to Nintendo DS, such as Game Boy™ and Game Boy™ Color.



Nintendo DSiWare

You can also download Nintendo DSiWare from Nintendo eShop. Nintendo DSiWare was originally released for the Nintendo DSi system. There are many types of software titles available from Nintendo eShop, from games to useful tools and other applications.

You can save a maximum of 40 Nintendo DSiWare titles. If there is insufficient space in System Memory, you may need to create some blocks of free space by deleting software (see page 82).

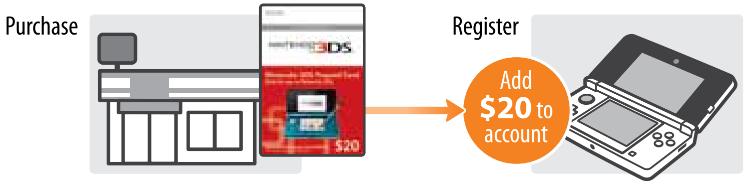
NOTE: To play Nintendo DSiWare saved on an SD Card, you must first transfer it into the Nintendo 3DS System Memory.

Requirements for downloading software

One of the following: • Nintendo 3DS Prepaid Card • Nintendo 3DS Prepaid Card activation number • Credit Card	To be able to download software from Nintendo eShop, you must add a balance to your Nintendo eShop account. **NOTE:** You can restrict the use of credit cards, prepaid cards, and online purchasing of content and services from Nintendo eShop with the Parental Controls feature (see page 78).
A Nintendo 3DS system configured to connect to the Internet	You will need to configure your Nintendo 3DS system to connect to the Internet (see page 69).

Nintendo 3DS Prepaid Cards and Nintendo 3DS Prepaid Card activation numbers

Nintendo 3DS Prepaid Cards are cards that have a Nintendo 3DS Prepaid Card activation number printed on the back. If you register a Nintendo 3DS Prepaid Card activation number in your Nintendo 3DS system, a balance is added to your Nintendo eShop account, that you can use to download content such as games and other features or to purchase items (each subject to availability).



To add to your Nintendo eShop account balance, you can purchase Nintendo 3DS Prepaid Card activation numbers online through Nintendo eShop, or you can purchase Nintendo 3DS Prepaid Cards at select retail locations, which can be redeemed on Nintendo eShop.

NOTE: Points from a Nintendo Points Card™ cannot be used with Nintendo eShop (they can only be used with the Wii Shop Channel or Nintendo DSi Shop.

Nintendo 3DS Prepaid Cards

You can buy Nintendo 3DS Prepaid Cards at select retail locations.

Scratch off the masked area on the back of the card to reveal the Nintendo 3DS Prepaid Card activation number.

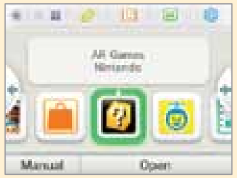
NINTENDO 3DS.
Nintendo 3DS Prepaid Card
Only for use on Nintendo 3DS
$20

- Redeem balance ONLY through the Nintendo eShop and other shopping services on the Nintendo 3DS system to download content such as games and other features, or to purchase items (each subject to availability). All content is licensed to you, not sold, and is non-transferable. Content and items are non-refundable.
- Use of this card requires a Nintendo 3DS system, broadband Internet access, and acceptance of a User Agreement (see page 77) and Privacy Policy (see page 104). You can also review these at support.nintendo.com before purchasing.
- Compatible accessories and software may be required to use certain downloaded content, and are sold separately.
- When you enter the card's activation number on your Nintendo 3DS system, the card balance will be associated with your Nintendo 3DS system and will be non-transferable. There will be no remaining balance on the card.
- The card balance may only be used on a single Nintendo 3DS system.
- There is a maximum unused account balance that may be stored on each Nintendo 3DS system, and the card may as a result be temporarily unredeemable.
- Card balances do not expire, and there are no fees associated with the card. This card is non-reloadable.
- Card balances cannot be redeemed for cash and are non-refundable, unless required by law.
- Card balances will not be replaced by Nintendo or your retailer if the card is lost or stolen. Do not buy this card if the silver area has been scratched off.

AR GAMES™

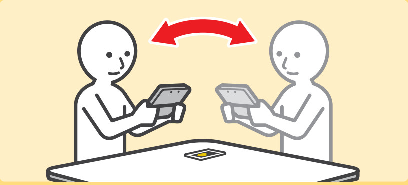
EVERYONE
CONTENT RATED BY ESRB

You can start AR Games from the HOME Menu. These games use AR Cards that are included with your Nintendo 3DS system. Using the outer cameras, the system can read the AR Cards and make magic happen! AR Cards display game stages or characters that can be recognized by the cameras.



Check your surroundings...

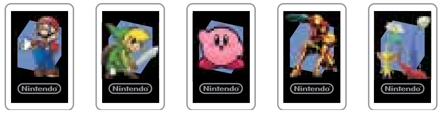
When playing AR Card games, you may have to move around the area while holding the Nintendo 3DS system. Make sure you have enough room, and hold the system firmly with both hands while playing.



AR Cards

Your Nintendo 3DS system includes six AR Cards. You use the "?" AR card to start game play.

"?" AR Card



Character AR Cards

Use these cards when playing Star Pics (see next page).
NOTE: If you are not playing Star Pics, do not use these cards and the "?" AR Card together.

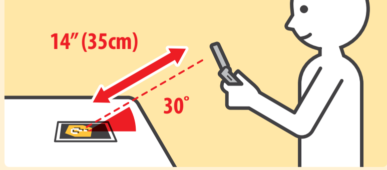
IMPORTANT: If an AR Card becomes damaged or dirty, the cameras may not be able to read it.

If you lose an AR Card, or if it becomes unreadable, you can download AR Card images from support.nintendo.com/ARcards and then print the images in color and use them as replacement cards.

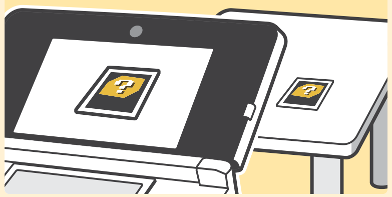
Playing AR Card games

Place the "?" AR Card on a flat, well-lit surface and keep it within the view of your system's outer cameras at the correct distance and angle, as described below. Follow the directions, and an on-screen menu should appear above the image of the AR Card.

Keep the same distance and angle during game play.

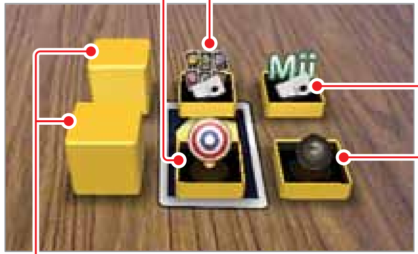


Aim the cameras at the AR Card.



Aim the crosshair at the game you would like to play and then press Ⓐ to make your selection.

Menu screen



Archery
Shoot the targets that appear on the screen.
Complete this to unlock Mii Pics and AR Shot. When you complete AR shot, something more will be unlocked!

Star Pics
If you place a character AR Card in front of the cameras, the character will appear and you can take a photo.

Mii Pics
Arrange your Mii in different poses and take photos of your Mii in different settings!

AR Shot
Hit the ball and try to move it into the goal.

???
These games are unlocked when you have cleared AR Shot.

NOTE: Press START to exit the game and return to the menu screen.

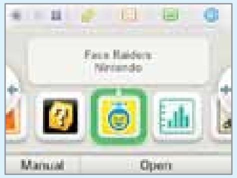
If an AR Card isn't recognized by the cameras, check the following conditions:

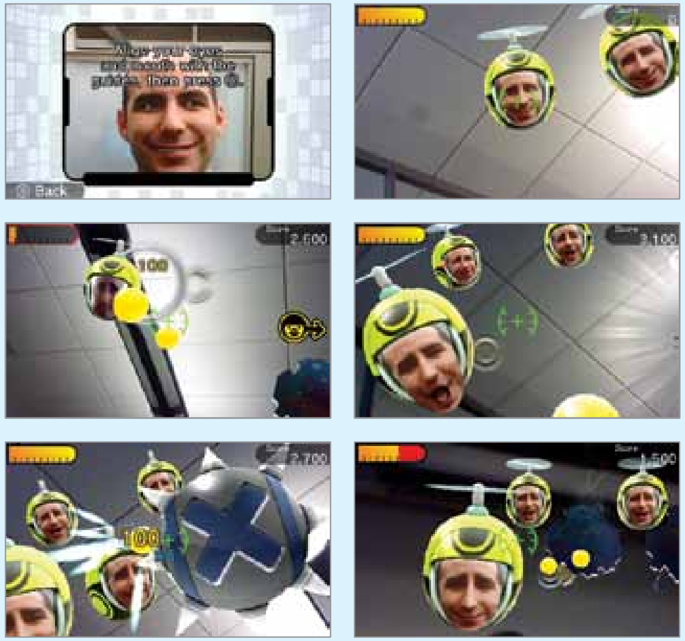
- Check the distance and the angle. The cameras can't recognize the card if the distance is too close.
- Make sure the card is centered on the screen.
- Make sure your game play area is well-lit.
- Make sure a bright light source is not reflecting off the surface of the card.
- Make sure the camera lenses are clean.
- Make sure the card is not damaged or dirty.

FACE RAIDERS™

EVERYONE
E
CONTENT RATED BY ESRB

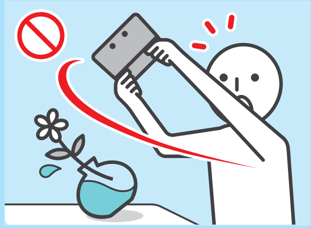
You can start Face Raiders from the HOME Menu. Face Raiders puts your face and your friends' faces in the game! You will need to take at least one face photo to play.
See page 44 for more information on taking photos.


Face Raiders
Nintendo
Manual
Open


Line your eyes and mouth with the guides, then press Ⓐ.
Back
Score
2,600
100
3,100
2,700
100
1,500

Check your surroundings...

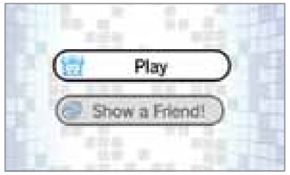
In Face Raiders, you will move around with the Nintendo 3DS system and aim at the targets. Make sure you have enough room to move around freely, and hold the system firmly with both hands while playing.



Playing Face Raiders

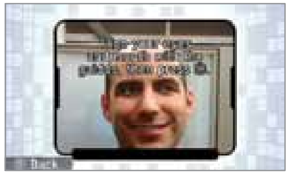
1 Select **Play**.

Choose an item using the Circle Pad and then press Ⓐ.


Play
Show a Friend!

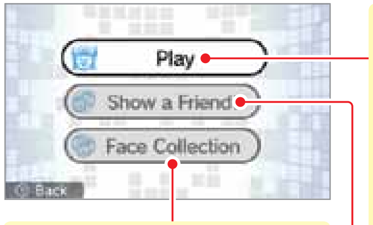
2 Take a photo of a face and begin the game.

- When taking a face photo, a guide will be displayed. Line up the face with the guide on the upper screen. When the face is recognized, the game will begin. (For tips on facial recognition, see page 99.)
- If the face is not automatically recognized, you can manually take the photo by pressing L 📷 or 📷 R.


Line your eyes and mouth with the guides, then press Ⓐ.
Back

Clearing a game and saving photos

When you complete a game, you can save the face photo. The more face photos you save, the more levels you can open up.


Play
Show a Friend
Face Collection
Back

Play

Select a previously saved face and begin a game. You can also take a new face photo and then begin the game.

Face photos taken with Nintendo 3DS Camera may also randomly appear in the game.

NOTE: If you have a photo that you do not want used in Face Raiders, you can delete the photo.

Face Collection

You can view, edit, and delete previously saved faces.
NOTE: To edit, select a face and then select Face Settings.

Show a Friend!

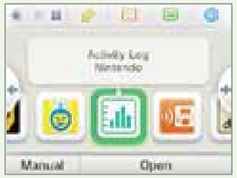
Choose among several short stages designed to quickly introduce your friends to the game. Take photos of each other's faces and begin the game.

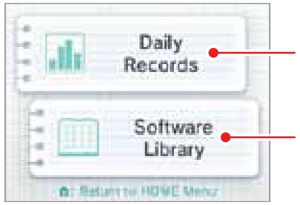
- You can press L 📷 or 📷 R as you progress through the game to save an image of the upper screen, which you can view later in the Nintendo 3DS Camera application.
- To end a stage and return to the stage-selection screen, first press START to suspend your game, then select **Quit**.
- When you reach the maximum number of face photos, you can delete some photos to make room for new face photos.

Activity Log

The Activity Log can be started from the Nintendo 3DS HOME Menu. This software allows you to keep track of the number of steps you have taken when you take the Nintendo 3DS with you. It also records your play time on software titles.

NOTE: Steps are counted when the system is on and closed.

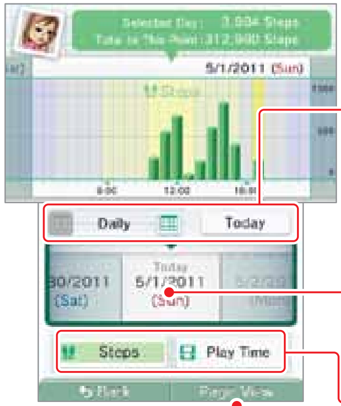

Activity Log
Nintendo
Manual
Open


Daily Records
Software Library
Return to HOME Menu

Select to view the number of steps you have taken when carrying the system with you and the number of hours you have played software.

Select to view a list of the software titles you have played, the number of times you have played them, and your play times for each title.

Daily Records


5/1/2011 (Sun)
Steps
Daily
Today
5/1/2011 (Sun)
(Sat)
Steps
Play Time
Back
Page View

Daily

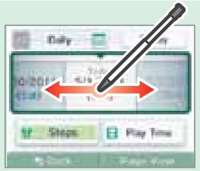
Tap ▢ or ▦ to change the time scale that is displayed between days, weeks, months, and years.

Today

Tap this option to display the records for the day, week, month, or year.

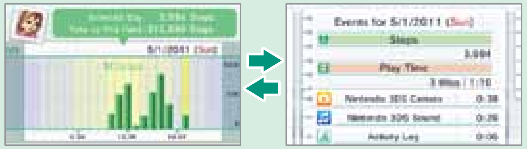
Control dial

Slide the dial left or right to change the displayed day, week, month, or year.


Daily
Steps
Play Time

Switch between step count and play time

Switch between graph display or activity lists

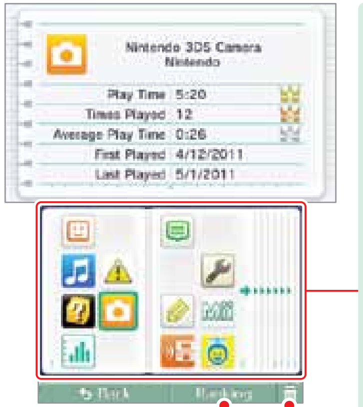

Steps
Play Time
Nintendo 3DS Camera
Nintendo 3DS Sound
Activity Log

Activity lists will display playing times for each software title.

Scroll the list by tapping ▲ or ▼ on the lower screen.

Software Library

Tap a software icon to display information about that software on the upper screen.

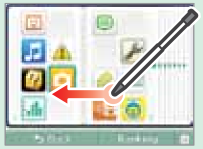


Nintendo 3DS Camera
Nintendo
Play Time 5:20
Times Played 12
Average Play Time 0:26
First Played 4/12/2011
Last Played 5/1/2011

Back
Ranking

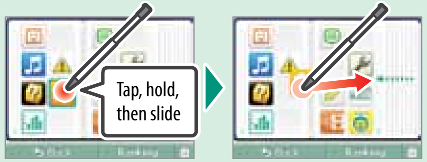
Turning pages

To turn pages, slide the stylus to the left or right, or tap ⬅ / ➡.


Back
Ranking

Moving icons

Tap and hold the stylus on an icon, and then you can slide it to a new position.


Tap, hold, then slide

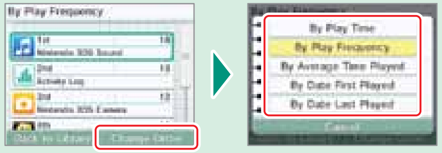
Deleting icons

Tap here to delete the selected icon.

- Icons displayed in the Daily Log will not be deleted.
- If you play the same software again after deleting its icon, your playing times and other information from before deleting its icon will be retained and added to its displayed figures.

Displaying rankings

Tap here to see various rankings of all the software you have played to date. To change the ranking being displayed, tap **Change Order**.

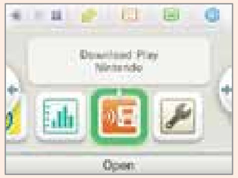

By Play Frequency
1st
Nintendo 3DS Sound
2nd
Activity Log
3rd
Nintendo 3DS Camera
Back to Library
Change Order
By Play Time
By Play Frequency
By Average Time Played
By Date First Played
By Date Last Played
Cancel

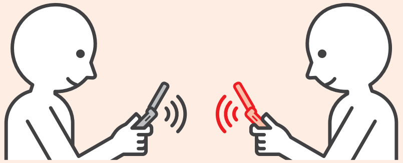
- The number of steps counted will depend on the conditions under which you use your system and may vary from the actual number of steps taken. For a more accurate step count, you can carry the system in something connected to your waist, such as a hip pouch.
- You can record up to 256 different software titles. If this number is exceeded, records will be deleted, beginning with the oldest.
- If you play a Nintendo DS or Nintendo DSi software title continuously without exiting it, you can store up to seven days' worth of step counts and playing times.
- When the log is full, step counts and playing times are deleted beginning from the oldest first. For step counts, you can store up to about 10 years' worth of data, depending on how you are using software applications.

Download Play

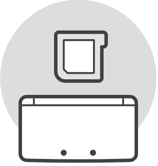
With only a single copy of a Download Play-compatible software title, you can play multiplayer games with other Nintendo 3DS systems, and send and receive demos of some software titles through local wireless game play. (This feature is not supported through Internet online play.)

Download Play is compatible with Nintendo DSi XL™, Nintendo DSi™, Nintendo DS™ Lite, and Nintendo DS™ systems.

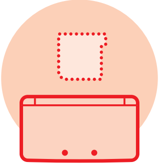

Download Play
Nintendo
Open



Operations on sending system (Host)

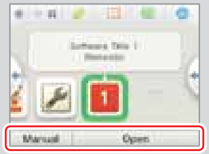


Operations on receiving system (Client)



Steps for host system

1. Start a Download Play-compatible title from the HOME Menu.

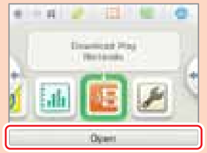

Software Title 1
Nintendo
Manual
Open

2. Review the instruction booklet for the game title you are playing. Steps may vary depending on the type of software you are using.

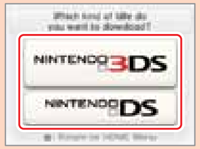
NOTE: Nintendo DS/Nintendo DSi titles are stretched to fit the Nintendo 3DS screen. To display the game at the original screen size ratio, hold down START or SELECT while tapping **Start** on the Host system and NINTENDO DS on the Client system.

Steps for client system

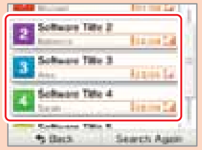
1. Start Download Play from the HOME Menu.


Download Play
Nintendo
Open

2. Tap NINTENDO 3DS to receive Nintendo 3DS software, or tap NINTENDO DS to receive Nintendo DS or Nintendo DSi software.

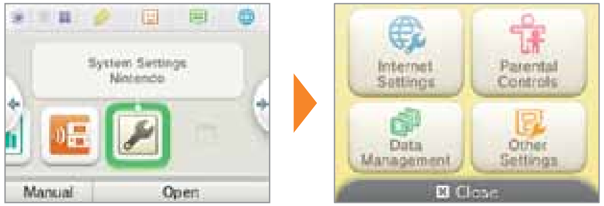

Which kind of title do you want to download?
NINTENDO 3DS
NINTENDO DS
Return to HOME Menu

3. A list of available titles to download will appear in the lower screen. Tap the title you want to receive. Review the instruction booklet for the game title you are playing. Steps may vary depending on the type of software you are using.


Software Title 2
Software Title 3
Software Title 4
Back
Search Again

System Settings

From System Settings, you can configure various settings for the Nintendo 3DS system, such as Internet Settings and Parental Controls. You can access System Settings from the HOME Menu.



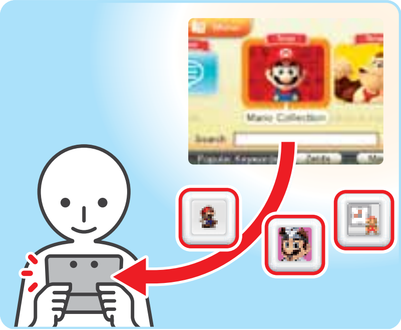
Internet Settings	Configure Internet connection settings (page 71).	
Parental Controls	Restrict a user's ability to download games and use certain features, such as the display of 3D images (page 78).	
Data Management	Manage downloaded software, StreetPass data, and blocked-user settings (page 82).	
Other Settings	Profile	Set your user name and birthday (page 83).
	Date & Time	Set the date and time (page 83).
	Touch Screen	Calibrate the Touch Screen (page 83).
	3D Screen Check	Check the 3D Screen viewing guidelines (page 83).
	Sound	Change the sound settings (page 83).
	Mic Test	Confirm that the microphone works properly (page 83).
	Outer Cameras	Calibrate the outer cameras (page 84).
	Circle Pad	Calibrate the Circle Pad (page 83).
	System Transfer	Transfer Nintendo DSiWare, photos, or other data from a Nintendo DSi or Nintendo DSi XL you already own to a Nintendo 3DS system (page 86).
	Language	Set the system language that text messages appear in (page 83).
	System Update	Update the system and built-in software (page 90).
	Format System Memory	Erase all software, save data, and pictures saved on the system (page 90).

TEXT
ADDED

Internet Settings

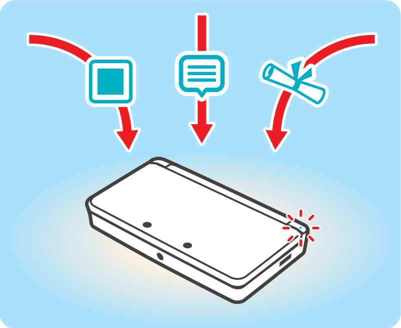
From Internet Settings, you can configure your Nintendo 3DS system to connect to the Internet. Once you have connected to the Internet and accepted the Nintendo 3DS Service User Agreement, you can use features such as Nintendo eShop, SpotPass, Internet Browser, and wireless game play over the Internet.

Nintendo eShop



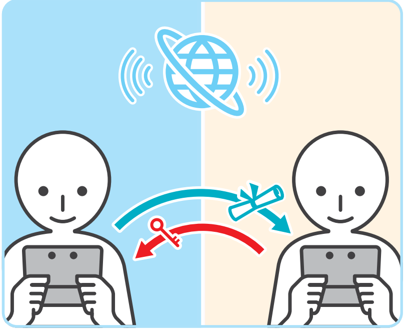
You can download software such as Nintendo 3DS Download Software and Nintendo DSiWare.

SpotPass



You can receive information or system updates even during game play or while the system is in Sleep Mode.

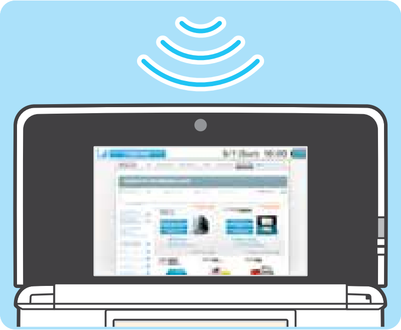
Wireless Internet game play



You can wirelessly connect to the Internet to play specially designed games against people from all over the world.

NOTE: The ability to play games over the Internet depends on the software title. See the instruction manual for the software you are using for more information.

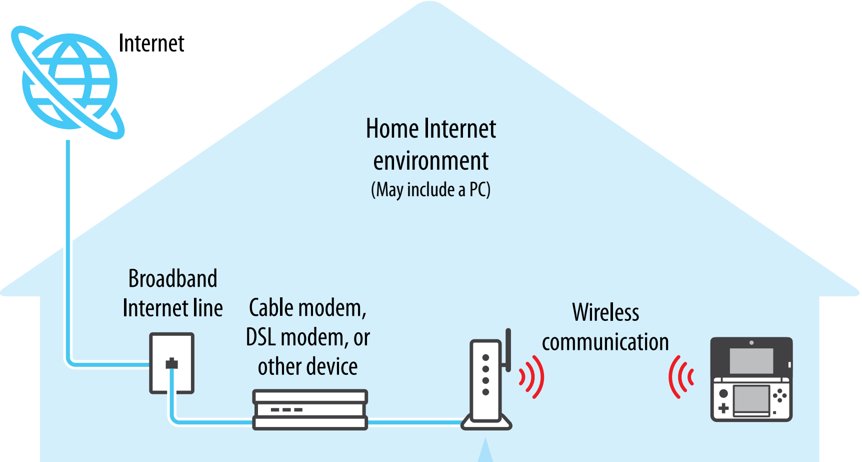
Internet Browser



You can easily view web pages on the Internet.

Internet connection requirements

To connect your Nintendo 3DS system to the Internet, you will need an Internet connection that supports wireless communication. If you haven't already set up a wireless network, you may also need a computer to configure a wireless access point such as a wireless router (sold separately).


Internet
Home Internet environment
(May include a PC)
Broadband Internet line
Cable modem, DSL modem, or other device
Wireless communication

Wireless access point such as a wireless router (sold separately)

- The Nintendo 3DS is compatible with 802.11g and 802.11b. You should use a wireless router that is compatible with these wireless standards.
- For information on finding a router, or on accessing and locating security settings on the router you have, visit support.nintendo.com/nintendo3DSrouter.
- Setup is easy if your router supports WPS (Wi-Fi Protected Setup™) or AOSS. Check the documentation that came with your router to see if it includes one of these features.

If you have no Internet connection...

Within a Nintendo Zone location, you can connect to the Internet without any special settings or equipment.

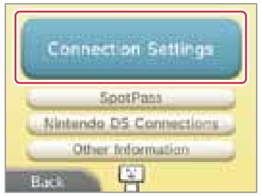
nintendo zone™

For more information on where to find Nintendo Zone locations, visit www.nintendo.com.

Configure your Internet settings

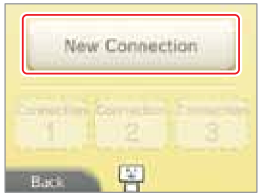
After configuring the devices necessary for connecting to the Internet, tap **Internet Settings** in the System Settings menu.

1 Tap **Connection Settings.**


Connection Settings
SpotPass
Nintendo DS Connections
Other Information
Back

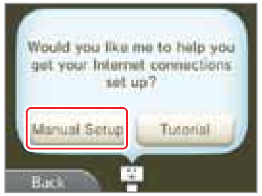
2 Tap **New Connection.**

NOTE: If you have already created connection settings that were unable to connect to the Internet, delete these first before configuring a new one.


New Connection
Connection 1
Connection 2
Connection 3
Back

3 Tap **Manual Setup.**

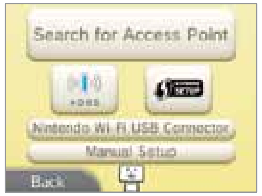
NOTE: See the information at the bottom of this page for information on the **Tutorial** option.



Would you like me to help you get your Internet connections set up?

Manual Setup
Tutorial
Back

4 Tap the setup method that matches your environment:


Search for Access Point
AOSS
WPS SETUP
Nintendo Wi-Fi USB Connector
Manual Setup
Back

- **Quickest setup method:** If you know your access point name, tap **Search for Access Point** (see page 72).
- If you know that your access point supports the Wi-Fi Protected Setup (WPS) method for configuration, tap (WPS) (see page 74).
- If you know that your access point is compatible with the proprietary AOSS standard (found on most routers sold under the Buffalo™ brand), tap (AOSS) (see page 75).
- Configure with **Nintendo Wi-Fi USB Connector**
  NOTE: This product is no longer available. If you already own this product and would like more information about using it for your wireless connection, visit support.nintendo.com.
- Configure with **Manual Setup**. For more information refer to the electronic version of the instruction manual for System Settings. You can access this by tapping **Manual** when you have System Settings highlighted on the HOME Menu.

Choose Tutorial for a guided setup

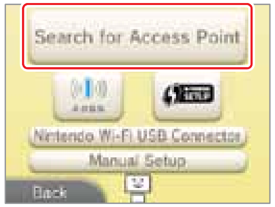
In step 3 above, tap **Tutorial** for help determining the best setup method. Follow the on-screen directions to select the best Internet connection method. **NOTE:** If you need additional guidance during setup, tap the helper icon at the bottom of the screen.

Setup using Search for Access Point

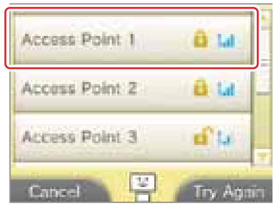
If you know the name of your wireless network (also known as an access point), and aren't using WPS or AOSS to configure your system, follow these steps:

If you are using the guided setup Tutorial and selected **No/I don't know**, proceed to step 2.

1 Tap **Search for Access Point.**



2 Tap the name of your wireless network to select it.



3 Enter a password, code, or key if required.

A screen will be displayed if your access point has security settings configured. You must enter the security password for the access point for your Nintendo 3DS system to be able to connect to it. This may also be called an encryption key or network password on your wireless network setup.
For information on accessing and locating the security settings on your router, visit support.nintendo.com/nintendo3DSrouter.

4 Tap **OK** to save the settings.

5 Tap **OK** to run a connection test.

If the connection test succeeds, setup is complete.

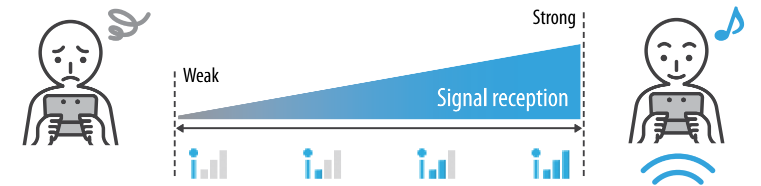
NOTE: If the connection test fails and an error code is displayed, follow the instructions displayed in the error message, or visit support.nintendo.com and use the Error Code Lookup tool for information on resolving the error.

About the 🔒 and 📶 icons

🔒 This icon shows whether or not you will need to enter a key to use that access point.

🔒	The access point requires a key.
🔓	The access point does not require a key.

📶 This icon shows the signal strength of the wireless connection. It is displayed in four stages, and the stronger the signal, the better reception you will have.



Reception signal strength icons

About security settings

The Nintendo 3DS system supports the types of security shown below. The type of security your router uses is usually set when you install the access point in your network environment. Review the manual for your router for more information on security settings for your access point.

Security encryption methods	WEP	WPA™-PSK(TKIP)	WPA2™-PSK(TKIP)	WPA-PSK(AES)	WPA2-PSK(AES)

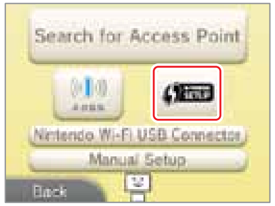
NOTE: Nintendo DS software only supports WEP security. To connect to the Internet and play Nintendo DS software, please configure your Nintendo DS Settings and then make sure your access point is set up to use WEP security.

Setup using Wi-Fi Protected Setup (WPS)

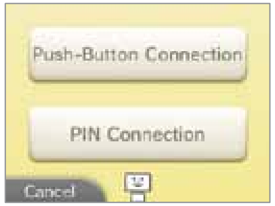
Setup is easy if you use a wireless router that includes the WPS feature. Read the instruction manual for your router for additional information on using the WPS feature.

If you are using the guided setup Tutorial, proceed to step 2.

1 Tap to begin WPS configuration.



2 Tap the connection method that matches your router.

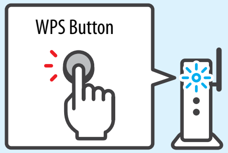


3 On your WPS-compatible router, you will have either one of the following options:

NOTE: It may take up to two minutes to complete the connection.

Push-Button Connection

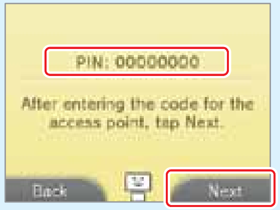
Hold down the WPS Button on the access point until the corresponding light flashes.



OR

PIN Connection

Use the number displayed on the Nintendo 3DS screen to configure your router, then tap **Next**.


PIN: 00000000

After entering the code for the access point, tap Next.

4 When a Settings Complete screen appears on your Nintendo 3DS system, tap **OK** to run a connection test. If the connection test succeeds, setup is complete.

NOTE: The connection test may fail if you try to connect immediately after finishing setup. Wait one or two minutes before trying the connection test.

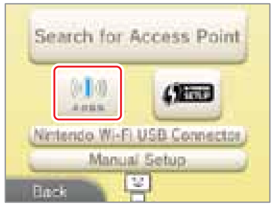
Setup using AOSS™

Setup is easy if you use a wireless router that includes the AOSS feature. This is found on many routers sold under the Buffalo™ brand name. Read the instruction manual for your router for additional information about using AOSS.

NOTE: If you use AOSS, your access point settings may sometimes change. **Computers and other devices connected without using AOSS sometimes lose the ability to connect to the Internet and may need to be reconfigured.** (If you configure your settings by using **Search for an Access Point**, your access point settings will not change.)

If you are using the guided setup Tutorial, proceed to step 2.

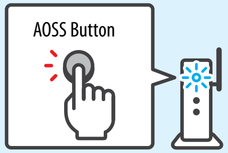
1 Tap to begin AOSS configuration.



2 On your AOSS-compatible router, press the AOSS button.

Hold down the AOSS button until the corresponding LED blinks twice.

If the connection fails repeatedly, wait about five minutes and try again.



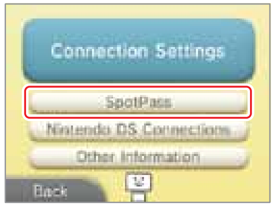
3 When a Settings Complete screen appears on your Nintendo 3DS system, tap **OK** to run a connection test. If the connection test succeeds, setup is complete.

NOTE: The connection test may fail if you try to connect immediately after finishing setup. Wait one or two minutes before trying the connection test.

SpotPass Settings

Tap this option to change SpotPass settings for automatically receiving software or sending system information.

- If you set **Automatically Receive Software** to **Receive**, you will receive software distributed through SpotPass.
- If you set **Send System Information** to **Send**, information on how you use your system (such as play records) and details about your system settings will be automatically sent to Nintendo. Sent information is used to help Nintendo develop future products. See support.nintendo.com for details about what information is sent.

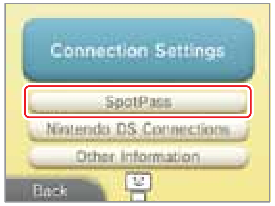

Connection Settings
SpotPass
Nintendo DS Connections
Other Information
Back

Nintendo DS Connections

If you are using Nintendo DS software that supports game play over the Internet, use these settings.

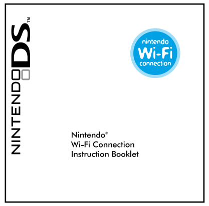
NOTE: If your access point has security settings configured, they must be set to WEP for the Nintendo DS system to connect to the Internet.

1. Tap **Nintendo DS Connections.**


Connection Settings
SpotPass
Nintendo DS Connections
Other Information
Back

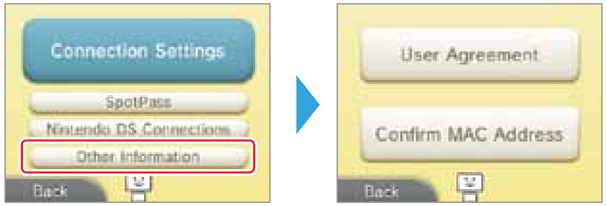
2. For operations specific to the Nintendo DS system, please refer to the Nintendo Wi-Fi Connection Instruction Booklet included with your Nintendo DS software that supports game play over the Internet.

   NOTE: You cannot erase or transfer the Nintendo WFC Configuration under Nintendo DS Connections from a Nintendo 3DS system.


NINTENDO DS
Nintendo Wi-Fi Connection
Nintendo® Wi-Fi Connection Instruction Booklet

Other Information

Tap this option to agree to or review the Nintendo 3DS Service User Agreement, or to confirm the MAC address for the Nintendo 3DS system. (The MAC address is a unique number assigned to all devices that connect to the Internet.)


Connection Settings
SpotPass
Nintendo DS Connections
Other Information
Back
User Agreement
Confirm MAC Address
Back

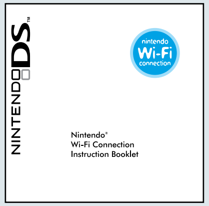
If an Error Code is displayed during setup

If the connection test fails and an error code is displayed, follow the instructions displayed in the error message, or visit support.nintendo.com/errorcode and use the Error Code Lookup tool for information on resolving the error.

If an error message is displayed while you are configuring Nintendo DS settings or while you are playing software for a Nintendo DS system, please try the following:

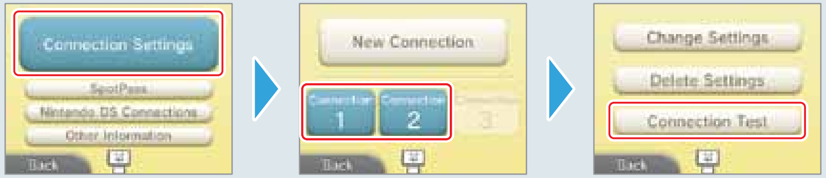
If you are configuring Nintendo DS settings or playing Nintendo DS software

It is possible that the Nintendo DS settings are not configured correctly. Please read the Nintendo Wi-Fi Connection Instruction Booklet included with the Nintendo DS software you are playing and refer to the displayed error code.


NINTENDO DS
Nintendo Wi-Fi Connection
Nintendo® Wi-Fi Connection Instruction Booklet

If you are playing Nintendo DSi software

It is possible that the Nintendo 3DS Internet settings are not configured correctly. Please perform a connection test (see below) and follow any instructions displayed in an error message.


Connection Settings
SpotPass
Nintendo DS Connections
Other Information
Back
New Connection
Connection 1
Connection 2
Connection 3
Back
Change Settings
Delete Settings
Connection Test
Back

Parental Controls

Parental Controls can limit the download and use of certain content on the Nintendo 3DS system. Parental Controls can also limit the use of certain features of the Nintendo 3DS system such as the display of 3D images.

NOTE: When Parental Controls are enabled, some System Settings, such as Internet Settings, Outer Cameras, System Transfer, and System Update cannot be accessed. You will need to enter the PIN to access these features.

IMPORTANT: If a child will be the primary user, a parent or guardian should configure the settings.

Limiting the use of content or features

See the information below for a list of the content or features that can be limited.

Software Rating	You can restrict the use of Nintendo 3DS software, including Nintendo 3DS software downloaded through the Download Play application and Nintendo DSi software based on ratings set by the Entertainment Software Rating Board (ESRB). **See page 91 for more information on software rating information.** You cannot restrict the use of Nintendo DS software or software downloaded with DS Download Play.
Internet Browser	You can restrict the use of the Internet browser.
Nintendo 3DS Shopping Services	You can restrict the use of credit cards, prepaid cards, and online purchasing of content and services through Nintendo eShop.
Display of 3D Images	You can restrict the display of 3D images. This will make all images display in 2D. The restriction of the display of 3D images is recommended for users 6 years or younger.
Sharing Images / Audio / Video	You can restrict the wireless transmission of photos, images, sounds, animations, data and other user-created content. **NOTE:** This restriction does not work with Nintendo DS software.
Online Interaction	You can restrict the exchange of data between users who are not your friends and the ability to participate in software that can be played via the Internet. **NOTE:** This restriction does not work with Nintendo DS software.
StreetPass	You can restrict communications with other users via StreetPass. **NOTE:** This restriction does not work with Nintendo DS or Nintendo DSi software.
Friend Registration	You can restrict the registration of friends.
DS Download Play	You can restrict the use of DS Download Play.
Nintendo Video	You can restrict the viewing of distributed videos and movie trailers to those suitable for all ages. This setting applies only to videos and trailers found on Nintendo Video.

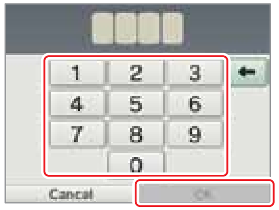
NOTE: A single Nintendo 3DS system can only have one Parental Controls configuration. It is recommended that if you want to restrict the use of content for multiple users, configure the system with settings to match the restrictions for the youngest user and share the PIN only with those allowed to view restricted content. Please visit www.nintendo.com for more details.

Configuring Parental Controls

1 From System Settings, tap **Parental Controls** to begin the setup procedure and then follow the on-screen instructions. Information and directions for the Parental Controls feature will be displayed on the screens. Carefully read and follow the instructions.

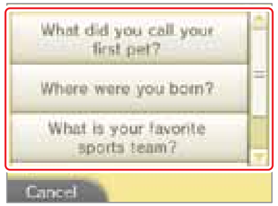
2 Enter a four-digit PIN.

Enter the PIN a second time to confirm your choice.
NOTE: You will need to enter this PIN each time you would like to suspend or change Parental Controls settings.



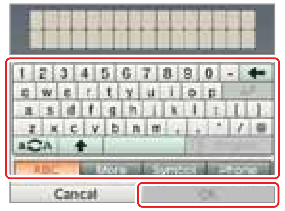
3 Select a secret question and then tap **OK**.

If you forget your PIN, you can answer the secret question to retrieve the number.


What did you call your first pet?
Where were you born?
What is your favorite sports team?
Cancel

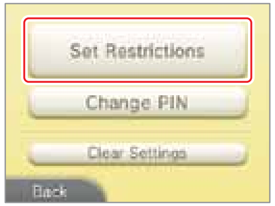
4 Enter an answer and then tap **OK**.

Use the keyboard to enter an answer and follow the on-screen instructions. (See page 20 for information on using the keyboard.)



5 Tap **Set Restrictions.**

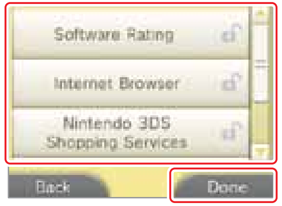
You can also choose to change your PIN or clear the Parental Controls settings.



6 Select a category to set restrictions.

Follow the on-screen instructions. You can slide the stylus on the right side of the screen to see more options.

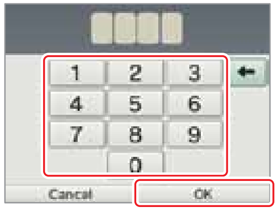
When you are finished with your selections, tap **Done**.



Suspending, changing, or removing restrictions

Suspending restrictions

You can temporarily remove or change restrictions by selecting the feature and then entering your PIN.

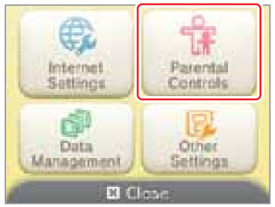

1
2
3
4
5
6
7
8
9
0
Cancel
OK

Changing or removing restrictions

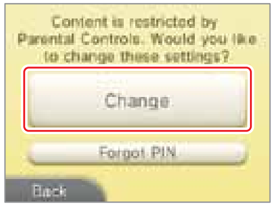
1 Tap **Parental Controls** under System Settings.

Enter the PIN a second time to confirm your choice.

NOTE: You will need to enter this PIN each time you would like to suspend or change Parental Controls settings.


Internet Settings
Parental Controls
Data Management
Other Settings
Close

2 Tap **Change.**

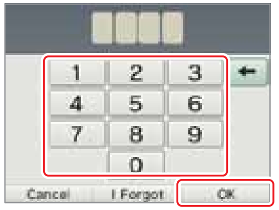


Content is restricted by Parental Controls. Would you like to change these settings?

Change
Forgot PIN
Back

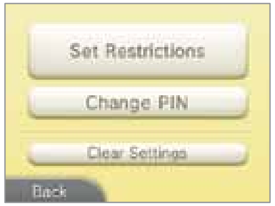
3 Input your PIN and then tap **OK**.

If you forget your PIN, you can answer the secret question to retrieve the number.


1
2
3
4
5
6
7
8
9
0
Cancel
I Forgot
OK

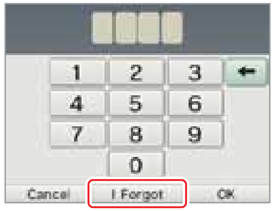
4 Tap the feature you want to change.

You can also choose to change your PIN or clear the Parental Controls settings.


Set Restrictions
Change PIN
Clear Settings
Back

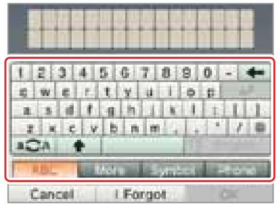
If you forget your PIN or secret question answer

1 You can either tap **Forgot PIN** after selecting Parental Controls from System Settings, or tap **I Forgot** on the PIN entry screen.


1
2
3
4
5
6
7
8
9
0
Cancel
I Forgot
OK

2 Enter the answer to your secret question, and then tap **OK** to return to the Parental Controls options.

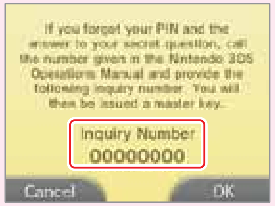
If you have also forgotten the answer to your secret question, continue to the next step. You will need to know the date that is set on your system (see the Profile option in Other Settings, page 83).


ABC
More
Symbol
Phone
Cancel
I Forgot
OK

3 Tap **I Forgot** on the keyboard entry screen.

4 A reference number will be displayed.

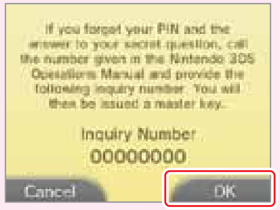
Call Nintendo Customer Service at 1-800-255-3700, and provide this reference number and the date that is set on your system. You will be given a master key to allow you to access Parental Controls again.



If you forgot your PIN and the answer to your secret question, call the number given in the Nintendo 3DS Operations Manual and provide the following inquiry number. You will then be issued a master key.

Inquiry Number 00000000

5 Tap **OK.**

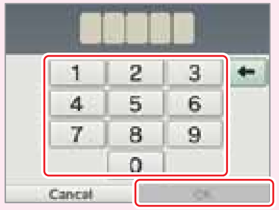


If you forgot your PIN and the answer to your secret question, call the number given in the Nintendo 3DS Operations Manual and provide the following inquiry number. You will then be issued a master key.

Inquiry Number 00000000

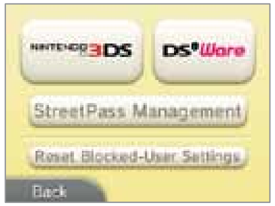
6 Enter the master key number and then tap **OK**.

You will return to Parental Controls.


1
2
3
4
5
6
7
8
9
0
Cancel
OK

Data Management

You can check, erase, or move downloaded software or StreetPass software, or manage blocked-user settings. To do so, tap **Data Management** in System Settings and then tap the item you want to manage.



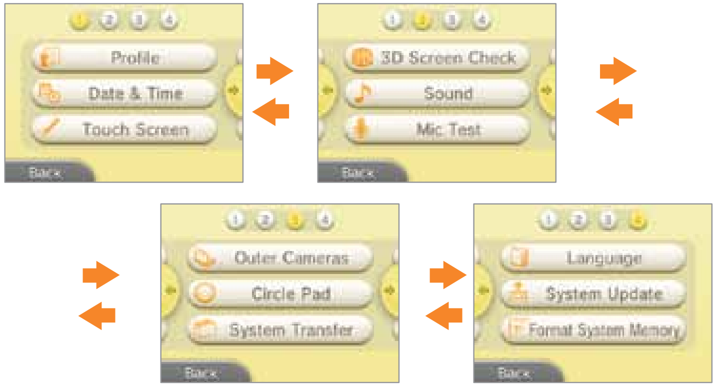
Nintendo 3DS Data Management	Software management	Check or erase Nintendo 3DS Download Software and Virtual Console software.
	Extra data management	Check or erase extra data for Nintendo 3DS software.
DSiWare Data Management		You can check DSiWare software saved on System Memory or an SD Card. You can also erase DSiWare software or copy it between System Memory and an SD Card.
StreetPass Management		You can check the list of software that includes the StreetPass feature. You can also turn off StreetPass for each application.
Reset Blocked-User Settings		Clear the blocked-user settings. (All data that you have restricted yourself from receiving will no longer be restricted.)

IMPORTANT: You cannot start DSiWare software from an SD Card. To play a DSiWare application, please copy it to System Memory first. **If the same application already exists in the copy location, it will be overwritten.** Take care not to overwrite important save data.

Other Settings

Tap **Other Settings** in System Settings to change your user information, calibrate various Nintendo 3DS components, or perform other system functions.

You can tap ⇦ or ⇨ to switch between pages of options.



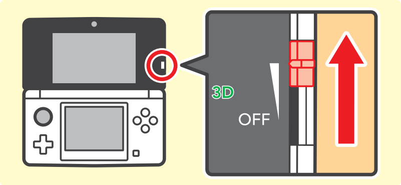
Profile	Enter your User Name (to protect your privacy, do not use your real name), Birthday, Region Settings, and Nintendo DS Profile. Your Nintendo DS Profile sets your Message and Color, which are used by some Nintendo DS/Nintendo DSi software. (Characters or symbols not supported by Nintendo DS/Nintendo DSi software are displayed as "?".)
Date & Time	Enter a date and time.
Touch Screen	Calibrate the Touch Screen (if it does not seem to be operating correctly).
3D Screen Check	Check the 3D Screen viewing guidelines.
Sound	Change the sound settings.
Mic Test	Confirm that the microphone is working properly.
Outer Cameras	Calibrate the outer cameras (page 84).
Circle Pad	Calibrate the Circle Pad (if it does not seem to be operating correctly).
System Transfer	Transfer Nintendo DSiWare, photos, or other data from a Nintendo DSi or Nintendo DSi XL system you already own to your Nintendo 3DS system (page 86). **NOTE:** To transfer data between two Nintendo 3DS systems, you must perform a System Update after this feature becomes available.
Language	Select a language that the system will display text in.
System Update	Connect to the Internet and check for updates to the system or built-in software (page 90).
Format System Memory	Erase all added software, save data, pictures, and system settings (page 90).

Outer Cameras

If your Nintendo 3DS system receives an impact or is left in a place where it is exposed to high temperatures, 3D images viewed or taken by the outer cameras may become misaligned. If you feel like the 3D images are out of alignment, use the following procedure to calibrate the cameras.

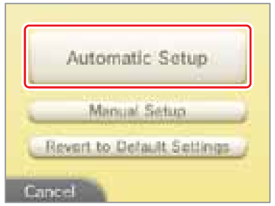
IMPORTANT: If you calibrate to the wrong values, the misalignment could get worse. Please calibrate the outer cameras only when you think the 3D images they take are out of alignment.

1 Move the 3D depth slider to its highest position and tap **Next**.



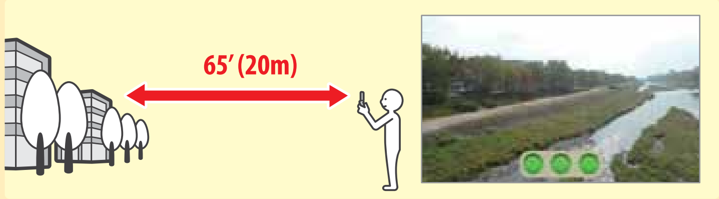
2 Tap **Automatic Setup**.

(Tap **Return to Default Settings** to return the settings to their factory defaults.)

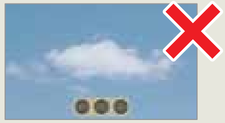


3 Tap **Next** and center the cameras on a subject suitable for automatic calibration.

Center the cameras on a brightly lit outdoors subject that is 65 feet (20 meters) or farther away. Avoid having any nearby objects in the view. Hold the system as steady as possible, and when all three circles (● ● ●) light up on the upper screen, the cameras will auto-calibrate.



If you center on subjects like those below, the cameras cannot calibrate, and the three circles (● ● ●) will not all light up. If this happens, try centering on a different object. **Depending on the subject, the cameras may not be able to calibrate. In those cases, calibrate manually, as described on the next page.**

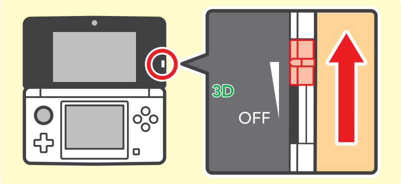

Low-contrast object

Close-up object

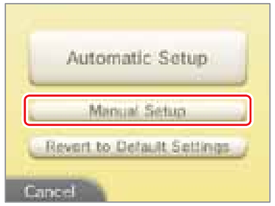
Manual calibration

You can manually calibrate the vertical alignment of the outer cameras. Please do this if you are not able to use auto-calibration.

1 Move the 3D depth slider to its highest position and tap **Next**.

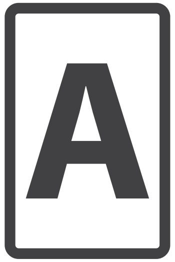


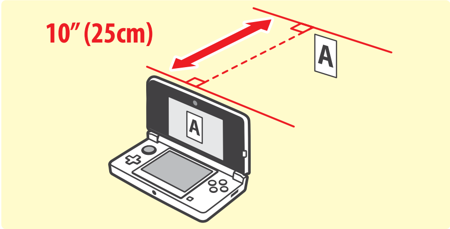
2 Tap **Manual Setup**.



3 Tap **Next** and center the cameras on a subject for manual calibration, then press L 📷 or 📷 R to take a photo.

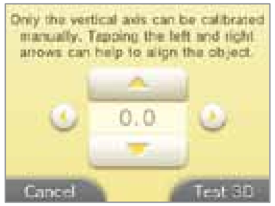
- Set the system down on a flat surface to avoid blur from shaky hands. Center the subject of the photo in the screen and photograph it from directly in front.
- Manual calibration is easier if you photograph something with a simple, flat shape and a clear outline, like that shown below.





4 Adjust the image so that the photo subjects displayed in the center of the upper screen line up exactly.

- Adjust the vertical alignment. You can also adjust the image to the left and right, but these horizontal adjustments are not saved.
- If there are other objects in the photo besides the calibration subject, those objects don't need to be aligned.
- If you photographed the calibration subject from above or from a slant, you may not be able to make it align exactly.

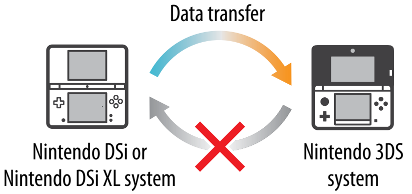

Only the vertical axis can be calibrated manually. Tapping the left and right arrows can help to align the object.

5 Tap **Test 3D** and follow the on-screen instructions.

System Transfer

Use this software to transfer Nintendo DSiWare, photos, or other data from a Nintendo DSi or Nintendo DSi XL you already own to your Nintendo 3DS system.

IMPORTANT: Once you have transferred your software or data to the Nintendo 3DS system, they cannot be returned back to the original system.



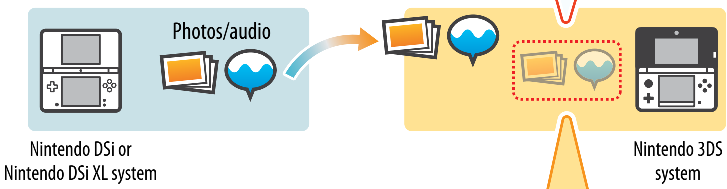
Data you can transfer:

Nintendo Wi-Fi Connection Settings	You can transfer Internet Settings and Nintendo Wi-Fi Connection ID.
Photos and audio	You can transfer photos, audio, and other data that you saved in your Nintendo DSi or Nintendo DSi XL system's built-in software, Nintendo DSi Camera and Nintendo DSi Sound.
DSiWare	You can transfer most DSiWare (broadband Internet connection required).

Precautions when using System Transfer

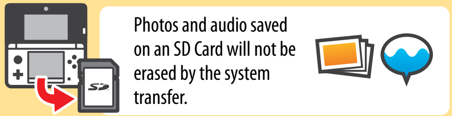
IMPORTANT: All photos and audio data saved in System Memory on your Nintendo 3DS system will be deleted. If you don't want this data to be deleted, copy the photos and audio data to the SD Card before performing the transfer.

Photos and audio saved in the Nintendo 3DS System Memory will be erased



If you do not want to erase photos or audio saved in the System Memory of your Nintendo 3DS system...

Before you perform the system transfer, copy your photos and audio from System Memory to the SD Card.



Photos and audio saved on an SD Card will not be erased by the system transfer.

NOTE: If you want to transfer photos saved on the SD Card of your Nintendo DSi or DSi XL, you must first copy them from the SD Card to System Memory.

Precautions when transferring Nintendo Wi-Fi Connection Settings

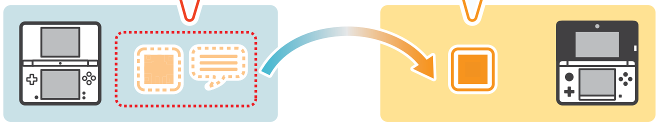
- This will overwrite the Nintendo Wi-Fi Connection Settings under Nintendo DS Connections on your Nintendo 3DS system.
- The Nintendo Wi-Fi Connection ID will be deleted from your Nintendo DSi or Nintendo DSi XL system. For details about the Nintendo Wi-Fi Connection ID, see the Operations Manual for your Nintendo DSi or Nintendo DSi XL system.
- Your higher-level Internet Settings (under Advanced Setup) will not be transferred.

Precautions when transferring Nintendo DSiWare

Only Nintendo DSiWare software programs will be transferred to your Nintendo 3DS system. The DSiWare save data will not be transferred. When you transfer DSiWare from your Nintendo DSi or Nintendo DSi XL system, both software and save data will be erased from the original sysem. Do not transfer Nintendo DSiWare unless you are willing to lose the save data associated with that DSiWare.

DSiWare and save data will be erased

Only DSiWare will be transferred

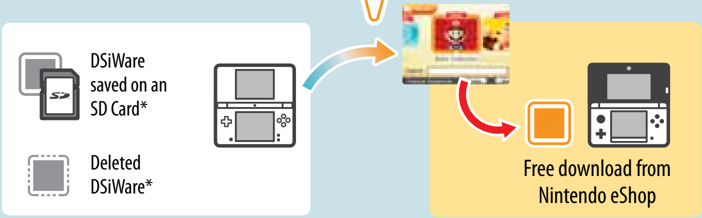


NOTE: DSiWare will be saved in the System Memory of your Nintendo 3DS system. It cannot be transferred if there is insufficient space in the System Memory of your system. If necessary, go to Data Management under System Settings and copy previously saved DSiWare to the SD Card (see page 82).

If DSiWare has been deleted or copied to an SD Card...

If you purchased a license for DSiWare and then deleted that DSiWare or copied it to an SD Card, you can still transfer it even though it is no longer saved on the system. In this case, system transfer does not save the software itself on the Nintendo 3DS system, but it does allow you to download the software from Nintendo eShop and play it on that system.

Only the account activity showing your DSiWare purchase is transferred



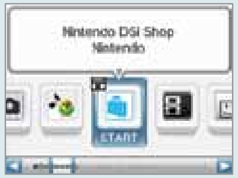
* Once transferred, DSiWare can no longer be played on the original Nintendo DSi or Nintendo DSi XL system. If you want to play transferred DSiWare again on that system, you must use Nintendo DSi Points and purchase the DSiWare licenses again.

- You cannot transfer free DSiWare or DSiWare for which licenses are not sold on the Nintendo eShop. For more information on non-transferable DSiWare, please visit support.nintendo.com.
- You cannot transfer Nintendo DSi Points or software that came included with your Nintendo DSi or Nintendo DSi XL system.
- You cannot transfer software if the same software already exists on your Nintendo 3DS system.

Before performing a transfer

Before using this feature, download the free Nintendo 3DS Transfer Tool from Nintendo DSi Shop to your Nintendo DSi or Nintendo DSi XL system.

- A broadband wireless network connection to the Internet is required.
- For details about the Nintendo DSi Shop, see the operations manual for your Nintendo DSi or Nintendo DSi XL system.


Nintendo DSi Shop
Nintendo
START

Performing a transfer

To make sure that neither system turns off during the system transfer, we recommend that you either perform the transfer while the systems are charging through AC adapters, or make sure the batteries are charged sufficiently before beginning. If the remaining battery life is low, you will not be able to perform a system transfer.

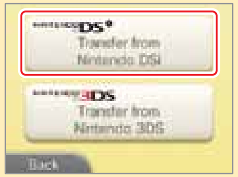
- During the transfer, the system cannot be put into Sleep Mode by closing the system. Do not turn the power off during a transfer.
- Both systems must have wireless communications enabled before performing a transfer.

On the Nintendo 3DS system:

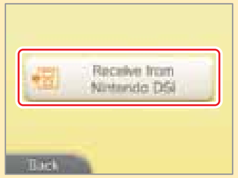
1 Tap **Transfer from Nintendo DSi**.

Read the warnings about transferring data and then tap **Next**.

NOTE: The option “Transfer from Nintendo 3DS” will become available via a system update (see page 90) once support of this feature begins.

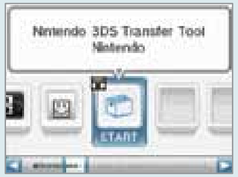

NINTENDO DSi
Transfer from Nintendo DSi
NINTENDO 3DS
Transfer from Nintendo 3DS
Back

2 Tap **Receive from Nintendo DSi**.


Receive from Nintendo DSi
Back

On the Nintendo DSi or Nintendo DSi XL system:

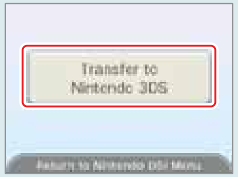
3 Start the Nintendo 3DS Transfer Tool from the Nintendo DSi Menu.


Nintendo 3DS Transfer Tool
Nintendo
START

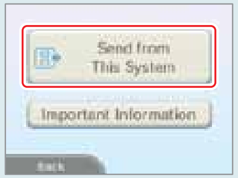
On the Nintendo DSi or Nintendo DSi XL system:

4 Tap **Transfer to Nintendo 3DS**.

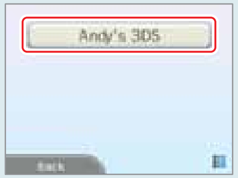
Read the warnings about transferring data and then tap **Next**.


Transfer to Nintendo 3DS
Return to Nintendo DSi Menu

5 Tap **Send from This System**.

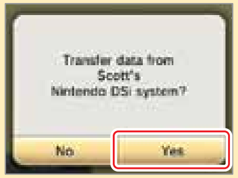

Send from This System
Important Information
Back

6 Tap the user name of the Nintendo 3DS system to transfer to.


Andy's 3DS
Back

On the Nintendo 3DS system:

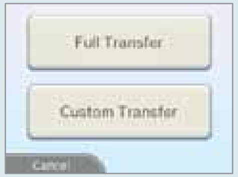
7 Tap **Yes** to agree to the transfer.


Transfer data from Scott's Nintendo DSi system?

On the Nintendo DSi or Nintendo DSi XL system:

8 Tap either **Full Transfer** or **Custom Transfer**.

- If you tap **Full Transfer**, all transferable data will be transferred.
- If you tap **Custom Transfer**, you can select what data to transfer from among **Nintendo Wi-Fi Connection Settings**, **Photo and Audio Data**, and **DSiWare**. Then follow the on-screen instructions to transfer it.
- If you select to transfer DSiWare using Custom Transfer, a 🚫 icon will be displayed on software you cannot transfer.


Full Transfer
Custom Transfer
Cancel

System Update

IMPORTANT: The Nintendo 3DS System specifications and the Nintendo 3DS Service are constantly evolving and we may update or change the Nintendo 3DS System or the Nintendo 3DS Service in whole or in part, without notice to you. Such updates may be required for you to play new Nintendo 3DS games, enjoy new features, or continue to access the Nintendo 3DS Service. After the Nintendo 3DS menu is updated, any existing or future unauthorized technical modification of the hardware or software of your Nintendo 3DS System, or the use of an unauthorized device in connection with your system, will render the system permanently unplayable. Content deriving from the unauthorized modification of the hardware or software of your Nintendo 3DS system will be removed. Failure to accept the update may render games and new features unplayable.

The Nintendo 3DS system automatically updates a list to help limit the use of inappropriate words and a list of access points that can be used for network services offered by Nintendo. No prior notice for these or other minor automatic updates will be displayed on the screen. For other system updates, a notice will be displayed on the screen, and you will need to select "Accept" to receive such updates.

NOTE: A broadband wireless network connection is required to connect to the Internet and perform a system update.
See page 69 for more information on setting up a connection.

Format System Memory

IMPORTANT: You should format your Nintendo eShop account first, then your System Memory, prior to selling, recycling, or otherwise transferring your system to any third party. For more information about privacy and the protection of your personal information, see the Nintendo 3DS System Privacy Policy on page 104.

NOTE: The photos, audio, and other such data on your SD Card are not erased even if you format system memory. If you plan to transfer your Nintendo 3DS system to another person, use a computer or other device to erase the data on the SD Card.

Format System Memory will erase any data saved in System Memory and return the system to its factory-default state. The system will keep any updates you have made with the System Update feature.

IMPORTANT: The following data cannot be restored if it is erased:

- All save data in System Memory including your friend list, Notifications, and step count information
- System Settings data
- Built-in software save data
- All photos in System Memory
- Software added to the system* and its save data
- Software added to the SD Card* and its save data. (If the system contains an SD Card on which software or save data is saved, and you remove that card before formatting System Memory, the data on the SD Card will not be deleted but you will no longer be able to use it.)

* You can re-download these from Nintendo eShop free of charge unless they are no longer available because distribution has ended.

Video and Computer Game Software Rating Information

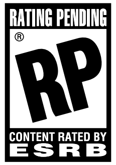
The Entertainment Software Rating Board (ESRB) ratings are designed to provide information about video and computer game content so you can make informed purchasing decisions. ESRB ratings have two parts: rating symbols suggest age appropriateness for the game, and content descriptors indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern.

To take full advantage of the ESRB rating system, it's important to check both the rating symbol (found on the front of the game box) and the content descriptor (found on the back of the game box).

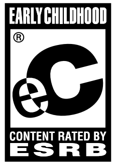
Go to www.esrb.org for a complete list of these content descriptors.

The ESRB rating system is designed to provide information about a computer or video game. The ratings are not meant to recommend which games consumers should buy or rent or to serve as the only basis for choosing a product. Rather, individuals should use the ESRB ratings together with personal tastes and standards when deciding what is best to purchase.

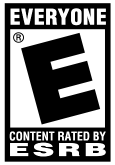
For more information on the ESRB and video game ratings, go to the ESRB website at www.esrb.org.



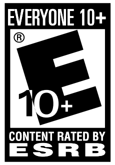
Titles rated **RP (Rating Pending)** have been submitted to the ESRB and are awaiting final rating. (This symbol appears only in advertising prior to a game's release.)



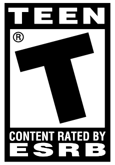
Titles rated **EC (Early Childhood)** have content that may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.



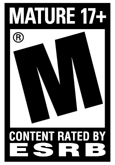
Titles rated **E (Everyone)** have content that may be suitable for ages 6 and older. Titles in this category may contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.



Titles rated **E10+ (Everyone 10 and older)** have content that may be suitable for ages 10 and older. Titles in this category may contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.



Titles rated **T (Teen)** have content that may be suitable for ages 13 and older. Titles in this category may contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language.



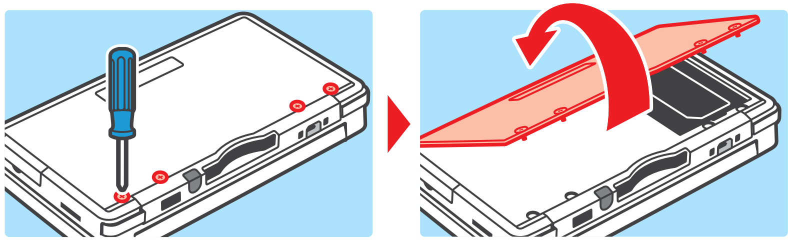
Titles rated **M (Mature)** have content that may be suitable for ages 17 and older. Titles in this category may contain intense violence, blood and gore, sexual content and/or strong language.

Replacing the Battery Pack

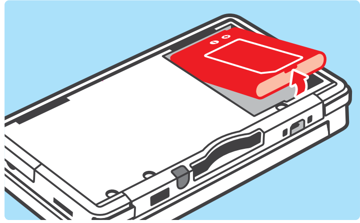
Battery packs become worn with repeated charge/discharge cycles, and the amount of time they can be used when fully charged will decrease gradually over time. If you feel the usage time has dropped off noticeably replace the battery pack.

- **Do not use any battery other than the Nintendo 3DS rechargeable battery pack, Model No. CTR-003. A replacement battery may be ordered through Nintendo's website at store.nintendo.com (USA/Canada only) or by calling Customer Service at 1-800-255-3700.**
- **A parent or guardian should replace the battery pack if a child is using the system.**
- **Turn the power off and make sure the AC adapter is unplugged from the Nintendo 3DS system.**

1 Loosen the four Phillips-head (+) screws on the battery cover with a screwdriver, and remove the battery cover.
IMPORTANT: To avoid damage to the screw or threads, use a screwdriver that is appropriate for the screw (#0).

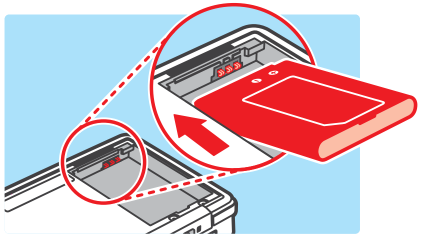


2 Remove the battery pack as shown.



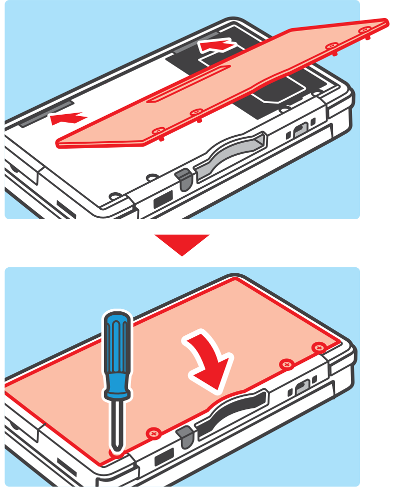
3 Wait at least 10 seconds after removing the old battery pack before inserting the new battery pack to make sure the Power LED resets correctly.

Check to make sure it is oriented correctly, as shown in the illustration.



4 Replace the battery cover and tighten the four screws, being careful not to overtighten.

IMPORTANT: Always be sure to replace the battery cover and tighten the screws before resuming use.

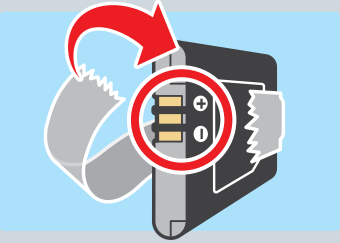


PLEASE RECYCLE YOUR USED BATTERIES

When disposing of a rechargeable battery, take care to follow appropriate local guidelines and regulations.

- Do not disassemble, attempt to repair, or deform the battery pack.
- Do not dispose of rechargeable batteries in a fire.

To find a collection site near you, contact your local solid waste authority or, in the United States, visit:
http://www.epa.gov/osw/conserve/materials/battery.htm



Place tape over the battery contacts before recycling.

For more information or for assistance from Nintendo, visit: **recycle.nintendo.com**

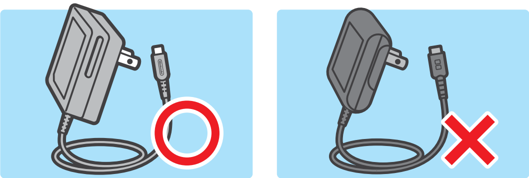
Troubleshooting

Before seeking assistance, please review the following problems and solutions. You can also visit **support.nintendo.com** for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

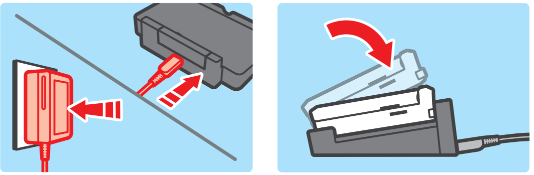
NOTE: Please also review any instruction manuals for the games or accessories you may be using.

The system won't charge or the recharge LED doesn't light up or stay lit.

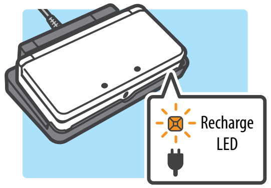
- Make sure you are using the correct AC adapter, Model No. WAP-002(USA).



- Check your connections, as shown below. Remove the Nintendo 3DS system from the charging cradle and unplug the AC adapter from both the cradle and the wall outlet. Wait approximately 30 seconds and then reconnect the components, making sure the system clicks into place in the charging cradle. (Review the battery-charging procedure on page 17.)



- Make sure you are charging the battery pack within an ambient temperature range of 41˚F – 95˚F (5˚C – 35˚C). The battery pack may not charge properly outside of this range.
- If the recharge LED is blinking or won't stay lit, visit **support.nintendo.com** for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

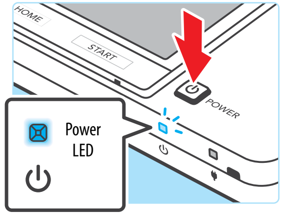


It takes a long time to charge the battery pack or a battery charge doesn't last very long.

- Make sure you aren't exposing the system to or charging the system in temperatures below the ambient temperature range of 41˚F – 95˚F (5˚C – 35˚C). Cold temperatures can increase the recharge time and decrease the usage time of a charged battery.
- Over time and after repeated charging, the performance of the battery will decrease. If you have had the system for a long time, or if the battery pack appears slightly swollen, try replacing the battery pack.

The system won't turn on or there is no picture or sound.

- Make sure the battery pack is charged (see page 16).
- Check to see if the power LED lights up when you press the POWER Button, as shown below.



- If you are using a Game Card, make sure it is completely inserted into the Game Card slot until it clicks into place.
- The battery pack may be installed incorrectly. Check the installation of the battery pack (see page 92).

The system seems too warm.

- Make sure you are neither exposing the system to nor charging the system in temperatures above the ambient temperature range of 41˚F – 95˚F (5˚C – 35˚C). Do not expose the system to direct sunlight in an enclosed space.

The Game Card's software icon does not appear on the HOME Menu, or the message "There is nothing inserted into Game Card slot" is displayed on the HOME Menu, even though a Game Card is inserted in the Game Card slot.

- Make sure the Game Card is completely inserted into the Game Card slot until it clicks into place.
- Check the Game Card connectors and Game Card slot for dirt, dust, or other foreign material.
- Make sure the Game Card is for your region (see the Game Card package for this information).

A Game Card won't play.

- Make sure the game content is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 68).

An error message appeared when playing Nintendo DS or Nintendo DSi software:

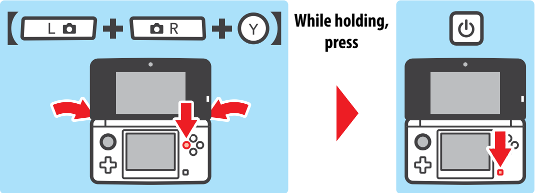
"An error has occurred. Press and hold the POWER Button to turn the system off. Please refer to the Operations Manual for details"

- Turn off your system, then on again. Try repeating the same action that caused the error message to occur. If the same error occurs again, please visit **support.nintendo.com** for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

The system registers control input when you aren't operating the controls, or the controls don't seem to operate correctly.

- If you use excessive force to operate the Circle Pad, or you use the Circle Pad continuously for a long period of time, in very rare cases the Circle Pad may start registering incorrect input and need to be calibrated. Use the calibration procedure in System Settings to recalibrate the Circle Pad (see page 83).

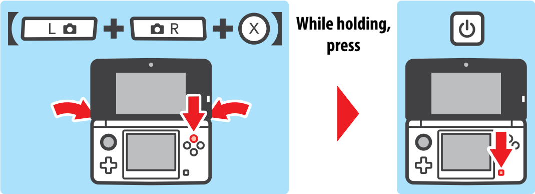
  NOTE: You can also go directly to the Circle Pad calibration procedure by following this procedure. First turn the power off. Then hold down the L Button, R Button, and Y Button and turn the system on as shown below.



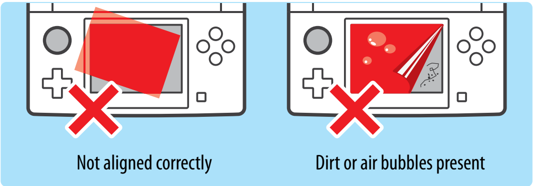
The Touch Screen doesn't seem to operate or respond correctly to stylus input.

- The Touch Screen may need to be recalibrated. Use the calibration procedure in System Settings to recalibrate the Touch Screen (see page 83).

  NOTE: You can also go directly to the Touch Screen calibration procedure by following this procedure. First turn the power off. Then hold down the L Button, R Button, and X Button and turn the system on as shown below.



- If you have attached a screen protector (sold separately) incorrectly to the Touch Screen, try removing it and using the Touch Screen again. If it operates correctly, either try reattaching the screen protector, carefully following the instructions included with it, or avoid using one. (Please use screen protectors officially licensed by Nintendo.)



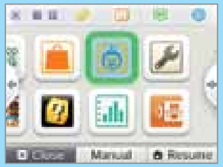
Not aligned correctly

Dirt or air bubbles present

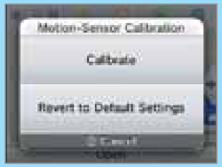
The screen image does not match my movement, or moves when I'm not moving the system (for software that requires the system to be moved during game play).

The Nintendo 3DS system's built-in motion sensor may need to be recalibrated. This can be caused by sudden drastic temperature changes or by a strong impact to the system.

To recalibrate the motion sensor, follow these steps:



While the HOME Menu is displayed, press and hold Ⓨ and Ⓑ for three seconds.

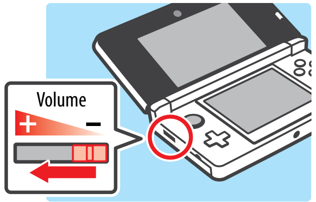


When the Motion Sensor Calibration screen appears, lay the system on a flat horizontal surface such as a tabletop and tap either **Calibrate** or **Revert to Default Settings**.

NOTE: If you use the **Calibrate** option, the system will calibrate the motion sensor based on the system being located on a flat horizontal surface, rather than returning to the factory default settings.

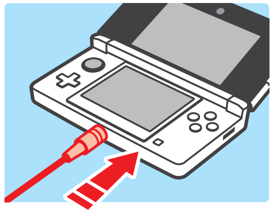
There is no sound from the speakers.

- Check to make sure there are no headphones plugged into the system, as the speakers do not operate when headphones are plugged into the audio jack.
- Try adjusting the volume control to make sure the volume is not turned off, as shown below.



There is no sound from the headphones.

- Try adjusting the volume control to make sure the volume is not turned off, as shown above.
- Make sure the headphones are fully inserted all the way into the audio jack, as shown below.



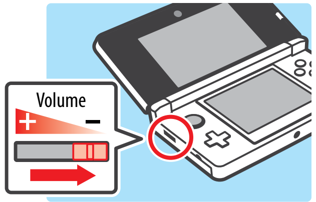
The microphone doesn't seem to work or recognize sounds (including headset microphones).

- Make sure the software you are using includes microphone features.
- Confirm that the microphone is operating correctly by performing a microphone test in System Settings (see page 83).
- Some voices may be difficult for the system to recognize. Try having a different person speak the same word or phrase to verify if this is the problem.

The microphone seems to respond on its own, or there is feedback from the speakers (including headset microphones).

- The microphone may be responding either to ambient noise in the environment or to noise coming from the speakers. Try to remove the source of the noise or move to another location. You can also try lowering the speaker volume, as shown below, or use headphones.

NOTE: If the speakers are emitting odd or high-pitched noises, this may be caused by feedback from the microphone. Lowering the volume should solve this problem.



3D images can't be seen or are difficult to see.

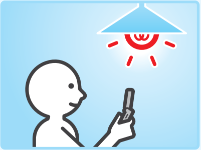
- Make sure you are not using Nintendo DS or Nintendo DSi software, which do not support 3D image display.
- Check the 3D LED. Not all software includes 3D images, and the 3D LED will light up if 3D images can be viewed.
- Make sure that this feature is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 68).
- Be aware that 3D images can only be displayed on the upper screen.
- Make sure the 3D depth slider is not set all the way to the bottom of its range (in the off position).
- Make sure you are holding the Nintendo 3DS in the proper position to best view 3D images (see page 22).
- If your left and right eyes have different visual abilities, this can make 3D images difficult to see. If you use corrective eyewear, they may help you to see 3D images.
- Avoid conditions where direct sunlight or other strong light is reflecting off the screen.

NOTE: The ability to view 3D images varies from individual to individual. In rare cases, some individuals may be unable to see 3D images or may only be able to see double images. If this is the case, the 3D screen should be set to display 2D images only by sliding the 3D depth slider all the way to the bottom of its range.

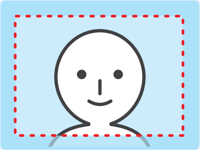
WARNING: The 3D feature is only for children 7 and older.

The cameras don't recognize my face.

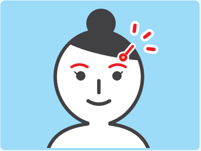
In certain software titles, the cameras are used to recognize facial features. Observe the following guidelines to improve the recognition process.



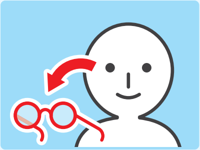
Take photos in a well-lit area



Face the screen directly



Move your bangs so the cameras can recognize your eyebrows



Remove your glasses if you use them

- The surrounding environment, the color of your hair and beard, or facial and hair decorations can interfere with facial recognition.
- In rare cases, differences in facial features may make the facial recognition process fail.

I can't see the 3D effect in images taken with the outer cameras.

- Make sure the image was taken with the outer cameras, not the inner camera.
- Make sure the lenses for the outer cameras are clean and free of dirt or dust. Clean with a soft, dry cloth if necessary.
- Make sure there isn't a strong light such as direct sunlight shining on the camera lenses.

IMPORTANT: If your Nintendo 3DS system has been subjected to a physical shock or high temperatures, this could change the alignment of the outer cameras and affect the 3D image quality. If you think your system may be affected by this, see page 84 for more information on realigning the cameras.

When I take pictures with the Nintendo 3DS, the colors don't seem correct.

- Check the camera mode settings for the cameras (see page 47).
- If you adjusted the settings for the cameras, try taking additional photos to see if the problem was corrected.

The SD Card functions don't seem to work.

- Check to make sure the SD Card is installed correctly (see page 24).
- Try checking the operation of the SD Card on a PC that has an SD Card reader.

I can’t view photos saved to an SD Card.

- The Nintendo 3DS system can only view photos taken by the Nintendo 3DS Camera software. Photos taken by digital cameras or cell phones cannot be viewed.

Music files saved on an SD Card won’t play in Nintendo 3DS Sound.

- Check to make sure the files are in a format compatible with Nintendo 3DS Sound. The files must be in the following format:

  AAC files with .m4a, .mp4, and .3gp extensions, or MP3 files with .mp3 extensions.
  Bit rate of 16kbps - 320kbps and sampling frequency of 32kHz - 48kHz.

  NOTE: The Nintendo 3DS cannot play copy-protected music files.

Music files saved on an SD Card won’t display in Nintendo 3DS Sound.

- Make sure the SD Card is correctly inserted into the SD Card slot (see page 24).
- Make sure the files are in a format compatible with Nintendo 3DS Sound (see the troubleshooting step above for compatible file formats).
- Make sure the files are not saved in the “Private” folder inside the “Nintendo 3DS” folder on the SD Card (this folder is visible when viewing the SD Card contents on a PC). The contents of this folder are not visible in Nintendo 3DS Sound.
- The SD Card must not have more than 3,000 music files on it.
- The SD Card must not have more than 1,000 file folders on it.
- An individual folder must not have more than 100 music files in it. **NOTE:** If you have more than one folder with the same name, the music files in each folder will be combined and displayed as one folder.
- An individual folder must not have more than seven subfolders (eight levels including the main folder).

The screen brightness or image colors change, or bright colors appear pale.

- If power-saving mode is on, these may be adjusted automatically to save battery power. For normal appearance, turn the power-saving mode off (see page 29).

Some pixels on either the upper or lower screen are always dark or lit.

- Due to the characteristics of liquid crystal displays, a small number of pixels may not illuminate, or may always stay lit. This is normal and not considered a defect unless the number of pixels that don’t function normally increase over time.

The brightness or color between the upper and lower screens seems different.

- The specifications of the upper and lower screens are different so the appearance of images may be different. This is normal and is not considered a defect.

The Download Play feature doesn’t work.

- Make sure this feature is not restricted by Parental Controls, either with Software Ratings restrictions or with Download Play restrictions. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 68).

The system is not counting step numbers accurately.

- If your system is open, it cannot count steps. Steps are only counted when both the power is on and the system is closed.
- If you carry your Nintendo 3DS system in a bag that is not closely connected to your body, or you dangle it by a strap or case as you walk, it cannot accurately count your steps. The step numbers will be counted more accurately if you carry your system in a bag connected to your waist (such as a hip pouch).
- If you play a Nintendo DS or Nintendo DSi software title for long periods of time without exiting, the system can only save up to seven days of information. Intermittently save your progress and exit the software to accurately count steps when using this type of software. See page 64 for more information on the step-counting feature.

The system suddenly enters Sleep Mode.

Check for and remove the following possible external causes:

- A strong external magnetic force, such as from an audio speaker, can cause the system to go into Sleep Mode.
- The Nintendo 3DS system may go into Sleep Mode if it is stacked up with other systems in the Nintendo DS product line.

Wireless communication doesn’t work or works inconsistently.

- Check the signal strength icon. If it appears as 📶 or 📶, move closer to your communications partner or to your wireless access point.
- External causes, such as cell phones, computers, microwaves, or even physical barriers, can interfere with wireless communications. Check for these conditions and either remove them or move to a different location.

I forgot my PIN and answer to the secret question for Parental Controls

- Please review the section on Parental Controls for more information on retrieving this information (see page 81).

Warranty and Service Information

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

* In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

Regulations for Equipment Use in U.S.A. and Canada

FCC and Industry Canada Information

In order to comply with FCC radio-frequency radiation exposure guidelines for an uncontrolled exposure, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules and RSS-210 of Industry Canada. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this device.

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.
This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician or call Nintendo Consumer Service at 1-800-255-3700 for assistance.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

Nintendo 3DS System Privacy Policy

Last Updated: November 21, 2010

Nintendo is dedicated to protecting your privacy and handling any personal information we obtain from you with care and respect. By accepting the Nintendo 3DS Service User Agreement, you consent to and accept this Nintendo 3DS System Privacy Policy ("Privacy Policy"). This Privacy Policy describes, among other things, the types of information collected about you by Nintendo when you use the Nintendo 3DS System; how your information may be used; when it may be disclosed; how you can control the use and disclosure of your information; and how your information is protected. This Privacy Policy applies only to information collected from your Nintendo 3DS System by Nintendo of America Inc. or its parent company, Nintendo Co. Ltd. (individually and collectively, "Nintendo"). Information that you may submit to Nintendo through any of its Web sites or any other Nintendo product or service is subject to the applicable privacy policy posted at support.nintendo.com. This Privacy Policy should be read in conjunction with the Nintendo 3DS Service User Agreement and Code of Conduct. All capitalized terms not defined in this Privacy Policy will have the meaning set forth in the Nintendo 3DS Service User Agreement.

CHANGES TO THIS PRIVACY POLICY

We may revise and update this Privacy Policy from time to time. Please review the most recent version of this policy frequently by going to support.nintendo.com or contacting us at 1-888-977-7627. When we update this Privacy Policy, we will revise the "Last Updated" date above.

INFORMATION COLLECTED

Personally Identifiable Information. "Personally Identifiable Information" or "PII" is information that identifies you as an individual, such as your full name, address, telephone number, or email address. We only collect PII that you provide to us. If you choose not to provide us with certain PII, you will be able to continue using your Nintendo 3DS System, except that your use of features or applications that require the disclosure of certain PII may be limited or unavailable.

We may add to or update the PII you provide on your Nintendo 3DS System with data collected from other sources, including offline sources (e.g., consumer service transactions such as repairs, part orders or purchases). If we combine information collected offline with information collected through the Nintendo 3DS System, the combined PII will be treated in accordance with this Privacy Policy.

Non-Personally Identifiable Information. In addition to the PII you provide to us, we may collect Non-Personally Identifiable Information from you. "Non-Personally Identifiable Information" or "Non-PII" is information that does not identify you as an individual. This includes information such as your Mii profile information, age, gender, geographic area, game-play data, online status, Nintendo 3DS System serial number and device ID, device certificate information, cookies, Friend Codes, wireless access point information, Internet Protocol ("IP") address, and Media Access Control ("MAC") address. We may link your PII with Non-PII or Aggregate Information that we collect from you. Some of the ways in which we collect Non-PII are described in more detail below.

- **Web Beacons:** Certain Nintendo 3DS System online applications may use a common Internet technology called "Web Beacons" which are small graphic images placed on a Web page, on a Web-based document, or in an email message, designed to collect certain information and monitor user activity online. We may use Web Beacons to collect information such as IP address, MAC address, the URL of the page the Web user comes from, and the time the Web Beacon is activated (such as when you view the Web page, advertisement, or email containing the Web Beacon). We may use the information collected through Web Beacons, for example, to determine how to improve the Nintendo 3DS System applications by seeing which areas, features, and products are most popular; to personalize the Nintendo 3DS System services and make recommendations based on downloaded products; and to complete transactions you have requested.
- **Cookies:** Certain Nintendo 3DS System online applications may use cookies, which are small text files that a Web site places on your Nintendo 3DS System. These files identify your Nintendo 3DS System and record data about your visit so that when you return to a Web site, the site recognizes your Nintendo 3DS System and can personalize your visit. Cookies may be linked to your transaction history, online game play or other information. We may use information collected by cookies, as well as other tools such as log files and Web Beacons, for example, to determine how to improve the Nintendo 3DS System applications by seeing which areas, features, and products are most popular; to personalize the Nintendo 3DS System services; make recommendations based on downloaded products; and to complete transactions you have requested.
- **Nintendo Wireless Communications:** Your Nintendo 3DS System is automatically assigned an IP address by your Internet Provider when you connect to Nintendo via wireless communications. Nintendo receives a log file of your activities that may include, for example, your IP address, MAC address, cookie information, transaction data, settings and download activity. We may use these log files, for example, to monitor traffic on our Web sites, to facilitate your use of Nintendo 3DS System features and applications, and to troubleshoot technical problems. If you do not want Nintendo to collect this information, you should turn off wireless communications on your Nintendo 3DS System.

Aggregate Information. We also may collect and aggregate certain information about our users' game play, age, gender, search terms, clickstreams, and purchases for the purposes of advertising and improving the Nintendo 3DS System features, applications, games, and content. "Aggregate Information" is Non-PII that is combined with the Non-PII of other users.

HOW INFORMATION IS USED

We may collect PII, Non-PII, and Aggregate Information from you on your Nintendo 3DS System in order to: (i) fulfill your requests for products, services, and information, including to send you commercial and non-commercial messages and to process orders you have placed through your Nintendo 3DS System; (ii) contact you in connection with games, contests, sweepstakes, surveys, promotional materials, and product changes; (iii) facilitate your use of Nintendo 3DS System applications and features, such as StreetPass Communications and communications with other users; (iv) customize the content, features, and advertising available through the Nintendo 3DS System, such as your Nintendo 3DS Shop catalog and other catalogs; (v) set up repair orders and respond to other consumer service inquiries; (vi) provide you back-end services, such as system updates, system messages, and free games, applications, trials, and content; (vii) analyze the use of the Nintendo 3DS Service, games, and applications and information about our users for demographic studies, quality assurance and to understand and improve our service offerings; (viii) facilitate demographic studies and quality assurance; (ix) prevent potentially illegal or offensive activities or to enforce our rights or the rights of our users; and (x) for any other purposes disclosed to you at the time we collect your information or pursuant to your consent.

DISCLOSURE OF INFORMATION

We may facilitate the disclosure of PII, Non-PII and Aggregate Information when you use the Nintendo 3DS System. For example, information such as your Mii name, Mii profile information, online status, Mii greeting, and other User Content or game-play information may be displayed to other users when you use the online features of the Nintendo 3DS System.

- **Third Parties.** We may share PII, Non-PII, and Aggregate Information with our vendors to help us perform various functions necessary to operate our business or fulfill your requests (for example, completing downloads or purchases, developing and executing marketing campaigns, etc.). We also may share such information and any User Content you create with third parties. We may share your PII, Non-PII, and Aggregate Information with third parties to complete your transactions and provide you with advertising and other promotional materials on your Nintendo 3DS System.
- **StreetPass Communications.** Certain Nintendo 3DS System features and games allow other Nintendo 3DS System users to automatically contact and interact with you. The StreetPass Communications feature allows Non-PII and User Content that you have provided or that is stored on your Nintendo 3DS System to be shared automatically with other Nintendo 3DS users via a wireless connection, the Nintendo Zone or a StreetPass Communication Point. You understand that you have no expectation of privacy in User Content shared via StreetPass Communications. When StreetPass Communications are enabled on your Nintendo 3DS system, you may not only receive User Content from other users but advertising or other promotional materials from Nintendo and third parties. You may disable this feature at any time through the Nintendo 3DS System settings.
- **Friends.** In addition, you may add Friends to your Nintendo 3DS Friend list by exchanging friend codes or friend cards. Through the Nintendo 3DS Friend list and Friend messaging features, certain information that you have provided or that is stored on your Nintendo 3DS System, such as your Mii name, Mii profile information, Mii greeting, online status, rankings, and other User Content or game-play information, may be shared with your Nintendo 3DS Friends.
- **Legal and Business Purposes.** We may disclose PII in order to comply with legal process, to respond to claims or inquiries, or to protect the rights, property or personal safety of Nintendo, our users, or the public. Information about our users, including PII, may be disclosed as part of any sale or transfer of company assets, if permitted by and done in accordance with applicable laws. We also may disclose your PII for any other purposes pursuant to your consent.

Please do not to share PII about yourself or otherwise store such information on the Nintendo 3DS System except where necessary to complete a transaction. You are responsible for any User Content that you share through the Nintendo 3DS System and for ensuring that such information does not contain any PII. Please be aware that other Nintendo 3DS System users may be able to store or share with third parties information that you provide them through your Nintendo 3DS System.

MARKETING AND ADVERTISING

We may collect and use your PII, Non-PII, or Aggregate Information for marketing purposes, including the delivery of advertising and other promotional materials to you through the Nintendo 3DS System. For example, we might deliver messages to your Nintendo 3DS System that offer discounts on Nintendo games or products. You may be able to opt-out of receiving these messages through the Nintendo 3DS System settings or as otherwise described to you in the marketing message.

NINTENDO ZONE

We may collect and use your PII and Non-PII to notify you when you are close to a Nintendo Zone. If you choose to access a Nintendo Zone, we may use your PII and Non-PII, for example, to facilitate your access to applications and content. In addition, third parties may collect PII that you provide to them and Non-PII through the Nintendo Zone.

LINKING ACCOUNTS

You may link your Nintendo 3DS Shop Account to your Club Nintendo account to receive personalized content and to participate in a variety of activities, promotions and programs. By linking your Club Nintendo account to your Nintendo 3DS Shop Account, you consent to having any PII you enter on your Club Nintendo account linked to your Nintendo 3DS Shop Account. You may unlink these accounts in the Settings section of the Nintendo 3DS Shop.

THIRD-PARTY WEB BEACONS AND COOKIES

In the event you visit a third party's Web site through the Internet browser on the Nintendo 3DS System, or you choose to view an ad delivered by a third party, such as those made available through the Nintendo Zone, those Web sites or ads may also contain tools such as cookies and Web Beacons which may be accessible to such third party to collect information about your online browsing. These third parties also may use ad networks, ad servers, ad exchanges, or other third parties that may collect information when you view or interact with advertisements or Web sites across the Internet in an effort to understand your interests and deliver you advertisements tailored to your interests. Nintendo does not have access to the information these third parties may collect about your interests to deliver relevant advertising to you, and the information practices of these third parties are not covered by this Privacy Policy. We strongly recommend that you refer to the privacy policies of these third parties to learn more about how they may collect, use, and disclose your information.

GAMES, APPLICATIONS, ADVERTISING, AND CONTENT PROVIDED BY THIRD PARTIES

You may disclose PII and Non-PII to third parties when you use the Nintendo 3DS System to play third-party games, use third-party applications, view third-party advertisements, or visit third-party Web sites. We are not responsible for the privacy practices of these third parties, and we recommend that you review their privacy policies before submitting any information.

ATTENTION PARENTS OR LEGAL GUARDIANS: PROTECTING CHILDREN'S PRIVACY

The Nintendo 3DS System is directed to a general audience. We do not knowingly collect or store PII from children under the age of 13. Before allowing your children to use the Nintendo 3DS System, we strongly recommend that you educate them on the importance of not sharing PII about themselves with strangers. Children must not include any PII in their Nintendo 3DS System user name, Mii name, Mii profile information, in-game nicknames or other User Content. **Children also must not disclose PII when communicating with other Nintendo 3DS System users or Nintendo through the Nintendo 3DS System wireless communication features.**

We strongly recommend that you supervise your children's use of the Nintendo 3DS System at all times. You can restrict your children's use of certain features of the Nintendo 3DS System by setting up the Nintendo 3DS Parental Controls. For a detailed description of the Nintendo 3DS System wireless communication features and Parental Controls, please see the Nintendo 3DS System Operations Manual included with your Nintendo 3DS System. This Operations Manual is also available at support.nintendo.com.

SECURITY

We have established reasonable safeguards to help ensure the security, integrity and privacy of the PII submitted or collected from your Nintendo 3DS System. We also have implemented reasonable security measures to help protect information under our control against loss, misuse or alteration. Nintendo will notify users of a data breach involving unencrypted PII by email or by posting a notice on our Web site. While we strive to safeguard your PII, no data storage system or transmission of data over the Internet or any other public network can be guaranteed to be 100% secure.

Please note that information collected by a Third Party Content Provider may not have the same security protections as information you submit to us, and we are not responsible for protecting the security of such information.

If you install unauthorized applications or content on your Nintendo 3DS System or make unauthorized modifications to the Nintendo 3DS System, your PII may be compromised. Nintendo is not responsible for any data collection, use or disclosure from any Nintendo 3DS System with unauthorized applications or applications installed.

OPTING-OUT OF INFORMATION COLLECTION

You may use the Nintendo 3DS System without disclosing PII; however, some features and applications may not be available to you. If you have provided PII to us, you can opt-out of the collection of such data by turning off wireless communications on your Nintendo 3DS System. You also may be able to opt-out of some types of information collection through the Nintendo 3DS System settings and Parental Controls.

DISABLING AND REMOVING INFORMATION STORED ON YOUR NINTENDO 3DS SYSTEM

Certain PII about you that you disclose when communicating with third parties or using your Nintendo 3DS System may be stored on your Nintendo 3DS System. For your protection, before selling or otherwise transferring your Nintendo 3DS System, please be sure to remove all stored information on your Nintendo 3DS System. For instructions on how to remove this information, please see the Internet Setup section of your Nintendo 3DS System Operations Manual or contact a Nintendo consumer service representative.

If you transfer data to a Nintendo 3DS System using the System Transfer or Nintendo 3DS Transfer Tool features, any PII or Non-PII included in such data will be transferred as part of this process.

INTERNATIONAL USERS

Any information you provide or that is collected through the Nintendo 3DS System may be stored and processed in the United States or any other country in which we or our affiliated companies, vendors or agents maintain facilities. As such, PII may be accessed by foreign governmental authorities and otherwise in accordance with applicable laws. By using the Nintendo 3DS System, you consent to such storage and processing. We abide by the safe harbor framework as set forth by the U.S. Department of Commerce regarding the collection, use, and retention of data from the European Union. However, this Privacy Policy is intended to meet the laws and requirements of the United States and those of Canada and Latin America, which may not be the same as the laws and regulations of your home country. If you are not located in the United States, Canada or Latin America please go back to the country selection screen and select an appropriate country so that you will be aware of the policies that apply to you.

CONTACT US WITH YOUR PRIVACY QUESTIONS, COMMENTS OR CONCERNS

If you have any questions, complaints or comments regarding this Privacy Policy, the data collected from you or our practices, please contact the Nintendo 3DS Privacy Policy Administrator via email at privacypolicy@noa.nintendo.com, by phone at 1-888-977-7627, or by regular mail at Nintendo of America Inc., Attn: Online Privacy Policy Administrator, 4600 150th Avenue NE, Redmond, WA 98052, U.S.A.

Nintendo is a licensee of the Entertainment Software Rating Board's Privacy Online Program. If you believe that we have not responded to your inquiry or your inquiry has not been satisfactorily addressed, please contact ESRB at http://www.esrb.org/privacy/contact.jsp, ESRB Attn: Privacy Online Program, 317 Madison Avenue, 22nd Floor New York, NY 10017, U.S.A. or privacyinfo@esrb.org.

Nintendo 3DS Code of Conduct

This Nintendo 3DS Code of Conduct outlines the rules that you must follow to participate in the Nintendo 3DS Service. These rules are designed to keep the Nintendo 3DS Service a friendly and safe environment.

The Nintendo 3DS Code of Conduct may be found at http://support.nintendo.com and may be revised by us at anytime. If you do not have Internet access, please contact Nintendo Consumer Service by (i) sending a letter to Nintendo of America Inc., Attn: Nintendo 3DS Code of Conduct, 4600 150th Ave NE, Redmond, WA 98052 USA; or (ii) calling, toll free, 1-888-977-7627, and they will mail you a current version of the Nintendo 3DS Code of Conduct, free of charge. All capitalized terms not defined in this Nintendo 3DS Code of Conduct will have the meaning set forth in the Nintendo 3DS Service User Agreement.

1. Your use of the Nintendo 3DS is subject to this Nintendo 3DS Code of Conduct, which prohibits all harmful, illegal or otherwise offensive conduct, including, but not limited to the following:
    - Misrepresenting, impersonating, abusing, stalking, threatening or harassing any person or company, including, but not limited to other users, Nintendo, and/or its employees, moderators, or staff.
    - Doing anything illegal, discriminatory, defamatory, hateful, harassing, abusive, obscene, threatening, physically dangerous or otherwise objectionable in connection with the Nintendo 3DS System or Nintendo 3DS Service.
    - Making, disseminating, sharing or playing unauthorized copies of games, music or images on the Nintendo 3DS System. This activity is illegal!
    - Making new versions of existing Content or Products.
    - Trying to modify or gain access to another person's Nintendo 3DS System or Nintendo 3DS Service without permission or trying to modify or gain access to any of Nintendo's computers, hardware or networks used to provide the Nintendo 3DS Service or any feature of the Nintendo 3DS System.
    - Cheating in a game, unless such cheats have been deliberately enabled.
    - Hosting, intercepting, emulating, reverse engineering or redirecting the communication protocols used by Nintendo as part of the Nintendo 3DS System or Nintendo 3DS Service, regardless of the method used to do so.
    - Engaging in any commercial activity using the Nintendo 3DS System or any other activity that disrupts, diminishes the quality of, interferes with the performance of, or impairs the functionality of a Nintendo 3DS System, including the Nintendo 3DS Service or networks connected to the Nintendo 3DS Service.
    - Accessing or attempting to access another person's Nintendo 3DS System, including, but not limited to a person's Nintendo 3DS Shop Account without permission or trying to modify, destroy or lose information from, copy or access any third party's, including, but not limited to Nintendo's computers, hardware or networks.
    - Uploading, posting, emailing, transmitting or otherwise making available: (a) any content that you do not have a legal right to make available; (b) any content that infringes any patent, trademark, trade secret, copyright or other intellectual property or proprietary rights of any party; (c) any unsolicited or unauthorized advertising or promotional materials (e.g. "spam"); (d) information which personally identifies you or any third party; (e) content to which you have disguised the origin; or (f) content that is obscene, unlawful or prohibited from publication in your jurisdiction, including but not limited to publishing news, stories or pictures associated with a third party.
2. Nintendo is not responsible for, and to the fullest extent permitted by law, will not accept liability for, anything you say or anything that happens on the Nintendo 3DS System and Nintendo 3DS Service or as a result of your use of the Nintendo 3DS System and Nintendo 3DS Service; you alone are responsible.
3. Virtual Property. Some games or other content may have certain features that may be traded with other Nintendo 3DS users. For example, a game might give you the ability to create a character that gathers objects (like a car or gold coins) and has certain characteristics (like a special ability or appearance). These features are sometimes called "virtual property." Nintendo (or its licensors) own this virtual property, and you may not sell, trade, assign, license, or otherwise convey virtual property for real money.
4. Nintendo reserves the right to immediately terminate, block or suspend, in whole or in part, your use of the Nintendo 3DS Service or any feature of the Nintendo 3DS System for, in Nintendo's sole discretion, any violation of this Nintendo 3DS Code of Conduct. Nintendo reserves the right to contact and cooperate with any law enforcement agencies, government officials or Internet Service Providers, as Nintendo believes in its sole discretion, is necessary or appropriate to investigate or resolve possible problems or inquiries, or as otherwise required by law.

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Specifications

Nintendo 3DS system

Model name:	CTR-001 (USA)
LCD screens (Screen size/pixel count)	Upper Screen: Widescreen LCD display, enabling 3D view without the need for special glasses. Capable of displaying approximately 16.77 million colors. 3.53-inch display (76.80 mm horizontal x 46.08 mm vertical) with 800x240 pixel resolution (400 pixels are allocated for each eye to enable 3D viewing). Lower Screen: LCD Touch Screen. Capable of displaying approximately 16.77 million colors. 3.02-inch display (61.44 mm horizontal x 46.08 mm vertical) with 320x240 pixel resolution.
Power source	AC adapter (WAP-002 (USA), Battery pack (CTR-003)
Wireless frequency:	2.4GHz band
Wireless standards:	IEEE802.11b/g
Recommended wireless distance:	Within 98' (30 m). Depending on surrounding conditions, this distance may be less.
Camera functions:	Lens: Single focus. Capture element: CMOS. Active pixel count: Approx. 300,000 pixels.
Clock features:	Maximum daily variance: ± 4 seconds
Speakers:	Stereo (with pseudo-surround support)
Input/output:	Game Card slot, SD Card slot, AC adapter connector, charging cradle terminal, and stereo headphone output jack
Sensors:	Motion sensor, gyro sensor
Maximum power consumption:	Approximately 4.1W (while charging)
Operating environment:	Temperature, 41°F – 95°F (5°C – 35°C) / humidity, 20-80 percent
Dimensions:	Height: 74 mm / width: 134 mm / thickness: 21 mm (when closed)
Weight:	Approximately 235 g (including battery pack (CTR-003), stylus (CTR-004), and SD Card)
Charge time:	Approx. 3 hours and 30 minutes
Battery endurance:	Please see page 21.

Nintendo 3DS battery pack

Model name:	CTR-003
Battery type:	Lithium-Ion
Power capacity:	5Wh

Nintendo 3DS charging cradle

Model name:	CTR-007
Input/output:	DC 4.6V 900mA
Dimensions:	Height: 86.5 mm / width: 138.2 mm / thickness: 31.8 mm
Weight:	Approximately 87.4 g

Nintendo 3DS AC adapter

Model name:	WAP-002 (USA)
Input:	120V 60Hz 7W
Output:	DC 4.6V 900mA
Dimensions:	Height: 67.5 mm / width: 47.7 mm / thickness:23.0 mm
Weight:	Approximately 80 g
Cord length:	Approximately 1.9 m
Compatible products:	Nintendo 3DS, Nintendo DSi XL, Nintendo DSi